

AUCTION DEVELOPMENTS



MILTON C. WORK

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By Milton C. Work

AUCTION DEVELOPMENTS.
AUCTION OF TO-DAY.

HOUGHTON MIFFLIN COMPANY
BOSTON AND NEW YORK

AUCTION DEVELOPMENTS

BY

MILTON C. WORK



BOSTON AND NEW YORK
HOUGHTON MIFFLIN COMPANY
The Riverside Press Cambridge

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Published December 1913

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INTRODUCTION

So much that is new in Auction has been suggested in the brief year that has elapsed since the appearance of *Auction of To-Day* that it has been found to be impossible by additions of reasonable length to make that book all its name implies. To accomplish that purpose *Auction Developments* is offered as a supplement.

The present book does not attempt to cover any of the ground of *Auction of To-Day*, but considers subjects not therein referred to, special attention being paid to Nullos, the Spade bids, and other theories which have developed during 1913.

The Auction statistics which appear under the head of "Facts and Figures" have been compiled and are published with the hope that they may prove interesting to the student and instructive to the player.

It has been the habit of writers of Auction textbooks to presume that their readers have a more or less thorough knowledge of Bridge or Whist, and consequently to avoid the mention

of elementary topics with which they are supposed to be familiar. As there are now many who have taken up Auction, or who contemplate so doing, and who, because of their youth or for some other reason, have never become familiar with either of the older games, it has seemed advisable to include in *Auction Developments* a part devoted entirely to rudimentary instruction which the beginner cannot elsewhere find in print.

As was the case with *Auction of To-Day*, the title of this book refers to the game as "Auction," not as it is perhaps more commonly called, "Auction Bridge." The latter is plainly a misnomer, as the characteristic of the declaration, which caused the name "Bridge" to be applied to that form of whist in which the Dealer has the privilege of passing the make to his partner, is totally absent from Auction.

If Auction be given any additional name, it should unquestionably be called "Auction Whist," but that seems to be an unnecessary complication and would probably prove unpopular. To call the game "Royal Auction" is manifestly improper, as the Royal Spade is

but one of a number of declarations. The danger that using the word "Auction" alone may cause a conflict of names with games not of the Whist family which have a bidding feature, is not at all serious; it therefore seems that "Auction," without any other explanatory word, is the best and most simple name for the most popular card game of the decade.

The author desires to acknowledge the valuable assistance that he has received in the preparation of this book from Mr. Bryant McCampbell, of St. Louis, Missouri, and from Mr. Charles S. Thurston, of Saranac Lake, New York, and to express his appreciation of the courtesy of the Whist Club of New York in permitting the publication of its new codes which include "The Laws of Auction," "The Laws of Three-handed Auction," and "The Laws of Duplicate Auction," all adopted November, 1913.

Further acknowledgment is due to the Whist Club for the privilege of publishing the full text of all the recent decisions of its Card Committee.

PART I

AUCTION DEVELOPMENTS

PART I

THE LAWS

The code of the laws of Auction, adopted by the Whist Club of New York, November, 1913,[1] introduced more radical changes than have hitherto appeared in any revision made by that Club. Practically every one of the ninety-seven laws has been rewritten. In most cases, the alteration has been for the purpose of making clear some question that has arisen concerning the proper interpretation of the law, but in quite a number of instances, material changes have been made and several new penalties have been added.

During the year that has elapsed since the adoption of the 1912 code, Auction has been played so extensively that many new and valu-

[1] This code has been adopted by the Racquet Club of Philadelphia.

abie ideas in relation to the laws have been suggested to the Card Committee of the Whist Club. Every proposition has received the most careful consideration, with the result that the new code in some respects is a marked departure from its predecessors.

A summary follows of the most notable alterations, together with a brief explanation of the reasons which have caused the adoption of the new features.

THE ELIMINATION OF CHICANE

The total elimination of chicane from the game of Auction is one of the most radical of the changes introduced by the new code.

Chicane has been taken out of the game, because, while it was perfectly proper as a component part of Bridge, it has no real place in a bidding game. The player who is chicane is thereby enabled to advance his declaration to a much higher figure than would otherwise be the case. The allowance of points for a holding which has been of advantage during the bidding gives an undue value to the possession of a

blank suit. Furthermore it does not seem fair that a player who bids high for a suit in order to secure an honor count should have that count decreased merely because the difficulty of his play is increased by all the adverse trumps being in one hand. It becomes evident, therefore, that chicane in Auction is an unjust valuation; it is really merely a remnant of Bridge which has no proper place in the newer game.

Another, although most distinctly a minor, argument in favor of the elimination of chicane is that the computation of its value by either increasing or decreasing honors has proved somewhat difficult for scorers whose ability in mental arithmetic is limited.

SHORTENING THE "LAST" RUBBER

A new law (11) incorporates a provision that is sure to prove a popular addition to the code. Hitherto when the conclusion of a sitting approached and one or more players had a limited time at his or their disposal, it frequently happened that he or they were obliged either to forego the "last" rubber, to overstay the time

set aside for the game, to abandon an unfinished rubber, or to postpone the conclusion of the play until some other day when the four players could again get together. None of these plans has proved satisfactory, and the prolongation of the "last" rubber has caused many an Auction devotee to miss his train, be late for his dinner, become unpopular in the family circle, etc.

Now all this is changed by a very simple expedient. The new provision is that when a rubber is started with the agreement that play shall terminate (i.e., no new deal shall commence) at a specified time, if the rubber be unfinished when the time limit is reached, the score is made up as it stands, neither side receiving 250 for winning a rubber which has not been won. In view, however, of the material advantage in position of the partnership that has won one game, 125 is added to the score of that side.[1]

Of course, if the play end during the rubber game, it does not matter whether the 125 be added, as it will equally benefit each partnership.

[1] See pages 112–14 as to the value of the first game.

PLAYING WITH LESS THAN THIRTEEN CARDS

Under the old code much trouble arose from the seeming ambiguity of Laws 37, 38, and 39 concerning incorrect or imperfect packs. Many disputes were occasioned by the case of a player who proved to be without a card or cards that had been or should have been dealt to him.

The new laws remove all questions upon this point, as they provide that there must be a new deal if the pack contain less than fifty-two cards, unless the missing card or cards should be found "in the other pack, among the quitted tricks, below the table, or in any other place which makes it possible that such card or cards were part of the pack during the deal." When that happens, the deal stands and the careless one who has played with less than the requisite number of cards is liable for any revokes he may have made (see Law 40). The question of whether the card was actually dealt to the player does not enter into the consideration; whether it could have been in the pack during the deal is the only point to be determined. It is there-

fore most advisable for every player to count his cards before the start of the declaration.

"STEALING" THE ADVERSARIES' CARDS

Under the old code there was considerable doubt, when a player dealt with his opponents' cards and the mistake was not corrected, which pack the opponents should use for the following deal. Law 38 covers this point by allowing the next dealer to take either pack.

SOME NEW LAWS

Laws 50*a*, 50*b*, and 50*c* are all new and deserve careful attention. The first-named provides a severe but deserved penalty for an offense that under the old code was allowed to pass unpunishable. Law 50*b* makes clear a situation that has occasioned much argument, and 50*c* accurately determines the extent of consultation permitted between partners.

The novelty in Law 51 is that it provides punishment for a Dummy who during the play gives the Declarer any information regarding the bidding.

Law 54 contains new and eminently proper penalties. In the past, while redoubling more than once, doubling a partner's declaration, or redoubling a partner's double were forbidden, these offenses were not penalized. This omission especially in the first-named case at times produced inequitable results.

A player who is caught flag-flying or who has any hopeless declaration doubled sometimes redoubles, as a desperate chance, with the object of frightening the partner of the doubler into some other declaration. Under the old code, when the doubler had his seat on the left of the redoubler, he could by an improper redouble, reinforce his partner's nerve, and yet not be penalized for his breach of the law. Of course such a scheme is grossly irregular and would never be employed by an honorable player familiar with Auction etiquette. Such an incident, however, sometimes happens by mistake; it is also possible that a player, ignorant of Auction customs, may thoughtlessly disregard the proprieties. Hereafter the offense may be adequately punished.

NEW PRIVILEGES FOR THE DUMMY

A most drastic change has been made in Law 60 which concerns the Dummy. Heretofore that player has frequently been compelled to suffer because his partner failed to detect a revoke, or to notice an exposed card, or a lead from the wrong hand. The Dummy, however, often made a nuisance of himself by looking over one or both of the adverse hands and sometimes even wandered round to watch his partner play. Now if he have not intentionally looked at a card in the hand of a player, he is allowed to call the Declarer's attention to an adverse revoke, exposed card, or lead from the wrong hand, without effecting the right of that player to exact penalties for all these offenses. This should aid justice, as it will result in the punishment of many offenses which an agitated or inexperienced Declarer might overlook. It will also materially decrease, if not eliminate, the so-called "rubbering" practice, which has become distinctly objectionable.

MORE NEW LAWS

Another new law (70*a*) covers the case in which an adversary of the Declarer exposes his last card before his partner plays to the twelfth trick; it provides that when this occurs the two cards in the partner's hand become exposed, must be laid on the table, and are subject to call. Under the old code this offense could not be penalized.

Law 80 contains a new and important provision which is of the same general character as 70*a*, and Law 90 creates a penalty of 25 points for a player who looks at a trick which has been turned and quitted. Under the old code this was forbidden, but not penalized.

THE REVOKE PENALTY REDUCED

One of the most troublesome questions the framers of the laws have been called upon to determine is what should be the penalty for a revoke. The offense is admittedly serious when it affects the result, but the vast majority of revokes are careless acts of no possible bene-

fit to the guilty player or his partner. Many revokes are made by the holder of a trickless hand who plays his last few cards carelessly.

At times even 150 is an insufficient penalty, but in nine cases out of ten it is unduly severe.

It has therefore been reduced to 100 which in almost every instance will make the punishment more nearly fit the crime.

There are a number of other changes, possibly not so important as those above noted, which demand careful examination.

SLAM VALUES NOT INCREASED

Certain English and Continental clubs having increased the values of Little Slam and Slam from 20 and 40 to 50 and 100 respectively, strong pressure was brought to have a similar change made here. The argument in its favor is that the retention in Auction of the Bridge values for Slam and Little Slam has been a mistake.

In Bridge, the Slam rating was very low, yet in spite of this and of the generally higher valuations which have obtained in Auction (for ex-

ample, a rubber bonus of 250 instead of 100), the count for Slam has not been changed. It is contended that the reward for a Declarer who by skillful play wins twelve or thirteen tricks should be greater than the insignificant sum he has received. The theory is that it should rank at least with the score for potential honors, the holding of which is, of course, entirely a matter of luck.

It is not only by an advance of one hundred and fifty per cent that it has been suggested that the Slam values be increased. A new feature proposed is that, whenever the Declarer contracts to make a Slam, — that is, when he bids to take twelve or thirteen tricks — and succeeds, he shall receive an additional bonus. Upon this basis, if a Grand Slam be declared and made, it would count 250; if a Little Slam be the contract and a Grand Slam be made, it would count 200; if a Little Slam be the bid, and the contract be fulfilled, the premium would be 150.

This liberal addition to the Slam values is advocated by those who believe that there should be a larger reward for the bold bidder and bril-

liant player who dares to make a call as high as 6 or 7 and who is able successfully to carry out his venturesome undertaking. It is contended that the player who bids 7 and fulfills his contract deserves greater recognition than that to which he is entitled for bidding 1 and making 7, that the additional risk clearly merits an increased compensation. The proposed values are: —

(1) 250 for Grand Slam, if 7 be bid;
(2) 200 for Grand Slam, if 6 be bid;
(3) 150 for Little Slam, if 6 be bid;
(4) 100 for Grand Slam, if less than 6 be bid;
(5) 50 for Little Slam, if less than 6 be bid.

While this idea contains many attractive and popular features, it has not been adopted in whole or in part because it is feared it would have the tendency to make the game larger and unduly increase the value of big hands.

The new code in full and also the new etiquette follow.

THE LAWS OF AUCTION

(Adopted by the Whist Club of New York, November, 1913.)

THE RUBBER

1. The partners first winning two games win the rubber. When the first two games decide the rubber, a third is not played.

SCORING

2. Each side has a trick score and a score for all other counts, generally known as the honor score. In the trick score the only entries made are points for tricks won (see Law 3), which count both toward the game and in the total of the rubber.

All other points, including honors, penalties, Slam, Little Slam, and undertricks, are recorded in the honor score, which counts only in the total of the rubber.

3. When the Declarer wins the number of tricks bid or more, each above six counts, on the trick score, two points when Spades are trumps, six when Clubs are trumps, seven when

Diamonds are trumps, eight when Hearts are trumps, nine when Royal Spades are trumps, and ten when the declaration is No Trump.

4. A game consists of thirty points made by tricks alone. Every deal is played out, whether or not during it the game be concluded, and any points made (even if in excess of thirty) are counted.

5. The Ace, King, Queen, Knave, and Ten of the trump suit are the honors; when No Trump is declared, the Aces are the honors.

6. Honors are credited to the original holders; they are valued as follows:—

WHEN A TRUMP IS DECLARED

3* honors held between partners	equal value of	2 tricks.
4 " " " "	" " "	4 "
5 " " " "	" " "	5 "
4 " in 1 hand	" " "	8 "
4 " " " " (5th in partner's hand)	" " "	9 "
5 " in 1 hand	" " "	10 "

* Frequently called "simple honors."

WHEN NO TRUMP IS DECLARED

3 Aces held between partners	count 30
4 " " " "	" 40
4 " " in one hand	" 100

7. Slam is made when partners take thirteen tricks.[1] It counts 40 points in the honor score.

8. Little Slam is made when partners take twelve tricks.[2] It counts 20 points in the honor score.

9. The value of honors, Slam or Little Slam, is not affected by doubling or redoubling.

10. At the conclusion of a rubber, the trick and honor scores of each side are added and 250 additional points added to the score of the winners of the rubber. The size of the rubber is the difference between the completed scores. If the score of the losers of the rubber exceed that of the winners, the losers win the amount of the excess.

11. When a rubber is started with the agree-

[1] Law 84 prohibits a revoking side from scoring Slam, and provides that tricks received by the Declarer as penalty for a revoke shall not entitle him to a Slam not otherwise obtained.

[2] Law 84 prohibits a revoking side from scoring Little Slam, and provides that tricks received by the Declarer as penalty for a revoke shall not entitle him to a Little Slam not otherwise obtained. If a Declarer bid 7 and take twelve tricks he counts 20 for Little Slam, although his declaration fails.

ment that the play shall terminate (i.e., no new deal shall commence) at a specified time, and the rubber is unfinished at that hour, the score is made up as it stands, 125 being added to the score of the winners of a game. A deal if started must be finished.

12. A proved error in the honor score may be corrected at any time before the score of the rubber has been made up and agreed upon.

13. A proved error in the trick score may be corrected at any time before a declaration has been made in the following game, or if it occur in the final game of the rubber before the score has been made up and agreed upon.

CUTTING

14. In cutting, the ace is the lowest card; between cards of otherwise equal value, the Heart is the lowest, the Diamond next, the Club next, and Spade the highest.

15. Every player must cut from the same pack.

16. Should a player expose more than one card, the highest is his cut.

FORMING TABLES

17. Those first in the room have the prior right to play. Candidates of equal standing decide their order by cutting; those who cut lowest play first.

18. Six players constitute a complete table.

19. After the table has been formed, the players cut to decide upon partners, the two lower play against the two higher. The lowest is the Dealer, who has choice of cards and seats, and having made his selection, must abide by it.[1]

20. The right to succeed players, as they retire, is acquired by announcing the desire to do so, and such announcements, in the order made, entitle candidates to fill vacancies as they occur.

CUTTING OUT

21. If, at the end of a rubber, admission be claimed by one or two candidates, the player or players who have played the greatest number

[1] He may consult his partner before making his decision.

of consecutive rubbers withdraw; when all have played the same number, they cut to decide upon the outgoers; the highest are out.[1]

RIGHT OF ENTRY

22. At the end of a rubber a candidate is not entitled to enter a table unless he declare his intention before any player cut, either for partners, for a new rubber, or for cutting out.

23. In the formation of new tables candidates who have not played at an existing table have the prior right of entry. Others decide their right to admission by cutting.

24. When one or more players belonging to an existing table aid in making up a new one, which cannot be formed without him or them, he or they shall be the last to cut out.

25. A player belonging to one table who enters another, or announces a desire to do so, forfeits his rights at his original table, unless the new table cannot be formed without him, in which case he may retain his position at his original table by announcing his intention to re-

[1] See Law 14 as to value of cards in cutting.

turn as soon as his place at the new table can be filled.

26. Should a player leave a table during the progress of a rubber, he may, with the consent of the three others, appoint a substitute to play during his absence; but such appointment becomes void upon the conclusion of the rubber, and does not in any way affect the rights of the substitute.

27. If a player break up a table, the others have a prior right of entry elsewhere.

SHUFFLING

28. The pack must not be shuffled below the table nor so the face of any card be seen.

29. The Dealer's partner must collect the cards from the preceding deal and has the right to shuffle first. Each player has the right to shuffle subsequently. The Dealer has the right to shuffle last, but should a card or cards be seen during his shuffling or while giving the pack to be cut, he must reshuffle.

30. After shuffling, the cards properly collected must be placed face downward to the left

of the next Dealer, where they must remain untouched until the end of the current deal.

THE DEAL

31. Players deal in turn; the order of dealing is to the left.

32. Immediately before the deal, the player on the Dealer's right cuts, so that each packet contains at least four cards. If in or after cutting, and prior to the beginning of the deal, a card be exposed, or if any doubt exist as to the place of the cut, the Dealer must reshuffle and the same player must cut again.

33. After the pack has been properly cut, it should not be reshuffled or recut except as provided in Law 32.

34. Should the Dealer shuffle after the cut, his adversaries may also shuffle and the pack must be cut again.

35. The fifty-two cards must be dealt face downward. The deal, is completed when the last card is dealt.

36. In the event of a misdeal, the same pack must be dealt again by the same player.

A NEW DEAL

37. There *MUST* be a new deal: —

(*a*) If the cards be not dealt, beginning at the Dealer's left into four packets one at a time and in regular rotation.

(*b*) If during a deal or during the play the pack be proved incorrect.

(*c*) If during a deal any card be faced in the pack or exposed, on, above, or below the table.

(*d*) If more than thirteen cards be dealt to any player.[1]

(*e*) If the last card do not come in its regular order to the Dealer.

(*f*) If the Dealer omit having the pack cut, deal out of turn or with the adversaries' cards, and either adversary call attention to the fact before the end of the deal and before looking at any of his cards.

[1] This error, whenever discovered, renders a new deal necessary.

38. Should a correction of any offense mentioned in 37*f* not be made in time, or should an adversary who has looked at any of his cards be the first to call attention to the error, the deal stands, and the game proceeds as if the deal had been correct, the player to the left dealing next. When the deal has been with the wrong cards, the next dealer may take whichever pack he prefers.

39. If, prior to the cut for the following deal, a pack be proved incorrect, the deal is void, but all prior scores stand.[1]

The pack is not incorrect when a missing card or cards are found in the other pack, among the quitted tricks, below the table, or in any other place which makes it possible that such card or cards were part of the pack during the deal.

40. Should three players have their proper number of cards, the Fourth, less, the missing card or cards, if found, belong to him, and he, unless Dummy, is answerable for any established revoke or revokes he may have made just as if

[1] A correct pack contains exactly fifty-two cards, one of each denomination.

the missing card or cards had been continuously in his hand. When a card is missing, any player may search the other pack, the quitted tricks, or elsewhere for it.

If before, during, or at the conclusion of play, one player hold more than the proper number of cards, and another less, the deal is void.

41. A player may not cut, shuffle, or deal for his partner if either adversary object.

THE DECLARATION

42. The Dealer, having examined his hand, must declare to win at least one odd trick,[1] either with a specified suit, or at No Trump.

43. After the Dealer has declared, each player in turn, beginning on the Dealer's left, must pass, make a higher declaration, double the last declaration, or redouble a declaration which has been doubled, subject to the provisions of Law 54.

44. A declaration of a greater number of tricks in a suit of lower value, which equals the last declaration in value of points, is a higher declara-

[1] One trick more than six.

tion, e.g., a declaration of "Three Spades" is higher than "One Club."

45. A player in his turn may overbid the previous adverse declaration any number of times, and may also overbid his partner, but he cannot overbid his own declaration which has been passed by the three others.

46. The player who makes the final declaration [1] must play the combined hands, his partner becoming Dummy, unless the suit or No Trump finally declared was bid by the partner before it was called by the final declarer, in which case the partner, no matter what bids have intervened, must play the combined hands.

47. When the player of the two hands (hereinafter termed "The Declarer") wins at least as many tricks as he declared, he scores the full value of the tricks won (see Law 3).[2]

47*a*. When the Declarer fails to win as many tricks as he declares, neither he nor his adver-

[1] A declaration becomes final when it has been passed by three players.

[2] For amount scored by Declarer, if doubled, see Laws 53 and 56.

saries score anything toward the game, but his adversaries score in their honor column 50 points for each undertrick (i.e., each trick short of the number declared). If the declaration be doubled, the adversaries score 100 points, if redoubled, 200 points, for each undertrick.

48. The loss on the Dealer's original declaration of "One Spade" is limited to 100 points, whether doubled or not, unless redoubled. Honors are scored as held.

49. If a player make a declaration (other than passing) out of turn, either adversary may demand a new deal, or may allow such declaration to stand, in which case the bidding shall continue as if the declaration had been in turn.

If a player pass out of turn, the order of the bidding is not affected, i.e., it is still the turn of the player to the left of the last declarer. The player who has passed out of turn may reënter the bidding in his proper turn if the declaration he has passed be overbid or doubled.

50. If a player make an insufficient or impossible declaration, either adversary may demand that it be penalized. The penalty for an insuf-

ficient declaration is that the bid is made sufficient in the declaration named and the partner of the Declarer may not further declare unless an adversary subsequently bid or double. The penalty for an impossible declaration is that the bid is made seven in the suit named and the partner of the Declarer may not further declare unless an adversary subsequently bid or double. Either adversary, instead of penalizing an impossible declaration, may demand a new deal, or that the last declaration made on behalf of his partnership become the final declaration.

50*a*. If a player who has been debarred from bidding under Laws 50 or 65, during the period of such prohibition, make any declaration (other than passing), either adversary may decide whether such declaration stand, and neither the offending player nor his partner may further participate in the bidding even if the adversaries double or declare.

50*b*. A penalty for a declaration out of turn (see Law 49), an insufficient or impossible declaration (see Law 50), or a bid when prohibited (see Law 50*a*) may not be enforced if either

adversary pass, double, or declare before the penalty be demanded.[1]

50*c*. Laws which give to either adversary the right to enforce a penalty, do not permit unlimited consultation. Either adversary may call attention to the offense and select the penalty or may say, "Partner, you determine the penalty," or words to that effect. Any other consultation is not permitted,[2] and if it take place, the right to demand any penalty is lost. The first decision made by either adversary is final and cannot be altered.

51. At any time during the declaration, a question asked by a player concerning any previous bid must be answered, but, after the final declaration has been accepted, if an adversary of the Declarer inform his partner regarding any previous declaration, the Declarer may call a lead from the adversary whose next turn it is to

[1] When the penalty for an insufficient declaration is not demanded, the bid over which it was made may be repeated unless some higher bid have intervened.

[2] The question "Partner, will you select the penalty or shall I?" is a form of consultation which is prohibited.

lead. If the Dummy give such information to the Declarer, either adversary of the Declarer may call a lead. A player, however, at any time may ask what declaration is being played and the question must be answered.

52. A declaration legitimately made cannot be changed after the next player pass, declare, or double. Prior to such action a declaration inadvertently made may be corrected. If, prior to such correction, an adversary call attention to an insufficient or impossible declaration, it may not thereafter be corrected nor may the penalty be avoided.

DOUBLING AND REDOUBLING

53. Doubling and redoubling doubles and quadruples the value of each trick over six, but it does not alter the value of a declaration; e.g., a declaration of "Three Clubs" is higher than "Two Royal Spades" doubled or redoubled.

54. Any declaration may be doubled and redoubled once, but not more; a player may not double his partner's declaration, nor redouble his partner's double, but he may redouble a dec-

laration of his partner which has been doubled by an adversary.

The penalty for redoubling more than once is 100 points in the adverse honor score or a new deal; for doubling a partner's declaration or redoubling a partner's double it is 50 points in the adverse honor score. Either adversary may demand any penalty enforceable under this law.

55. Doubling or redoubling reopens the bidding. When a declaration has been doubled or redoubled, any one of the three succeeding players, including the player whose declaration has been doubled, may, in his proper turn, make a further declaration of higher value.

56. When a player whose declaration has been doubled wins the declared number of tricks, he scores a bonus of 50 points in his honor score, and a further 50 points for each additional trick. When he or his partner has redoubled, he scores 100 points for making the contract and an additional 100 for each extra trick.

57. A double or redouble is a declaration, and a player who doubles or redoubles out of

turn is subject to the penalty provided by Law 49.

58. After the final declaration has been accepted, the play begins; the player on the left of the Declarer leads.

DUMMY

59. As soon as the player on the left of the Declarer leads, the Declarer's partner places his cards face upward on the table, and the Declarer plays the cards from that hand.

60. The partner of the Declarer has all the rights of a player, including the right to call attention to a lead from the wrong hand,[1] until his cards are placed face upward on the table. He becomes the Dummy then and takes no part whatever in the play, except that he has the right:—

(*a*) To call the Declarer's attention to the fact that too many or too few cards have been played to a trick;

[1] The penalty is determined by the Declarer (see Law 66).

(*b*) to correct an improper claim of either adversary;

(*c*) to call attention to a trick erroneously taken by either side;

(*d*) to participate in the discussion of any disputed question of fact after it has arisen between the Declarer and either adversary;

(*e*) to correct an erroneous score;

(*f*) to consult with and advise the Declarer as to which penalty to exact for a revoke;

(*g*) to ask the Declarer whether he have any of a suit he has renounced.

The Dummy, if he have not intentionally looked at any card in the hand of a player, has also the following additional rights: —

(*h*) To call the attention of the Declarer to an established adverse revoke;

(*i*) to call the attention of the Declarer to a card exposed by an adversary or to an adverse lead out of turn.

61. Should the Dummy call attention to any other incident in the play in consequence of which any penalty might have been exacted,

the Declarer may not exact such penalty. Should the Dummy avail himself of rights (*h*) or (*i*), after intentionally looking at a card in the hand of a player, the Declarer may not exact any penalty for the offense in question.

62. If the Dummy, by touching a card or otherwise, suggest the play of one of his cards, either adversary may require the Declarer to play or not to play such card.

62a. If the Dummy call to the attention of the Declarer that he is about to lead from the wrong hand, either adversary may require that the lead be made from that hand.

63. Dummy is not subject to the revoke penalty; if he revoke and the error be not discovered until the trick be turned and quitted, whether by the rightful winners or not, the trick must stand.

64. A card from the Declarer's hand is not played until actually quitted, but should he name or touch a card in the Dummy, such card is played unless he say, "I arrange," or words to that effect. If he simultaneously touch two or more such cards, he may elect which to play.

CARDS EXPOSED BEFORE PLAY

65. After the deal and before the declaration has been finally determined, if any player lead or expose a card, his partner may not thereafter bid or double during that declaration,[1] and the card is subject to call.[2] When the partner of the offending player is the original leader, the Declarer may also prohibit the initial lead of the suit of the exposed card.

66. After the final declaration has been accepted and before the lead, if the partner of the proper leader expose or lead a card, the Declarer may treat it as exposed or may call a suit from the proper leader. A card exposed by the leader, after the final declaration and before the lead, is subject to call.

CARDS EXPOSED DURING PLAY

67. After the original lead, all cards exposed by the Declarer's adversaries are liable to be called and must be left face upward on the table.

[1] See Law 50*a*.

[2] If more than one card be exposed, all may be called.

68. The following are exposed cards:—

(1) Two or more cards played simultaneously;
(2) a card dropped face upward on the table, even though snatched up so quickly that it cannot be named;
(3) a card so held by a player that his partner sees any portion of its face;
(4) a card mentioned by either adversary as being held in his or his partner's hand.

69. A card dropped on the floor or elsewhere below the table, or so held that it is seen by an adversary but not by the partner, is not an exposed card.

70. Two or more cards played simultaneously by either of the Declarer's adversaries gives the Declarer the right to call any one of such cards to the current trick, and to treat the other card or cards as exposed.

70*a*. Should an adversary of the Declarer expose his last card before his partner play to the twelfth trick, the two cards in his partner's hand become exposed, must be laid face upward on the table, and are subject to call.

71. If, without waiting for his partner to play, either of the Declarer's adversaries play or lead a winning card, as against the Declarer and Dummy and continue (without waiting for his partner to play) to lead several such cards, the Declarer may demand that the partner of the player in fault win, if he can, the first or any other of these tricks. The other cards thus improperly played are exposed.

72. If either or both of the Declarer's adversaries throw his or their cards face upward on the table, such cards are exposed and liable to be called; but if either adversary retain his hand, he cannot be forced to abandon it. Cards exposed by the Declarer are not liable to be called. If the Declarer say, "I have the rest," or any words indicating the remaining tricks or any number thereof are his, he may be required to place his cards face upward on the table. He is not then allowed to call any cards his adversaries may have exposed, nor to take any finesse not previously proven a winner unless he announce it when making his claim.

73. If a player who has rendered himself lia-

ble to have the highest or lowest of a suit called (Laws 80, 86, and 92) fail to play as directed, or if, when called on to lead one suit, he lead another, having in his hand one or more cards of the suit demanded (Laws 66, 76, and 93), or if, when called upon to win or lose a trick, he fail to do so when he can (Laws 71, 80, and 92), or if, when called upon not to play a suit, he fail to play as directed (Laws 65 and 66), he is liable to the penalty for revoke (Law 84) unless such play be corrected before the trick be turned and quitted.

74. A player cannot be compelled to play a card which would oblige him to revoke.

75. The call of an exposed card may be repeated until it be played.

LEADS OUT OF TURN

76. If either adversary of the Declarer lead out of turn, the Declarer may either treat the card so led as exposed or may call a suit as soon as it is the turn of either adversary to lead. Should they lead simultaneously, the lead from the proper hand stands, the other card is exposed.

77. If the Declarer lead out of turn, either from his own hand or Dummy, he incurs no penalty, but he may not rectify the error unless directed to do so by an adversary.[1] If the Second Hand play, the lead is accepted.

78. If an adversary of the Declarer lead out of turn, and the Declarer follow either from his own hand or Dummy, the trick stands. If the Declarer before playing refuse to accept the lead, the leader may be penalized as provided in Law 76.

79. If a player called on to lead a suit have none of it, the penalty is paid.

CARDS PLAYED IN ERROR

80. Should the Fourth Hand, not being Dummy or Declarer, play before the Second, the latter may be required to play his highest or lowest card of the suit led, or to win or lose the trick. In such case, if the Second Hand be void of the suit led, the Declarer in lieu of any other

[1] The rule in Law 50*c* as to consultations governs the right of adversaries to consult as to whether such direction be given.

penalty may call upon the Second Hand to play the highest card of any designated suit. If he name a suit of which the Second Hand is void, the penalty is paid.[1]

81. If any one, except Dummy, omit playing to a trick, and such error be not corrected until he has played to the next, the adversaries or either of them may claim a new deal; should either decide that the deal stand, the surplus card (at the end of the hand) is considered played to the imperfect trick, but does not constitute a revoke therein.[2]

82. When any one, except Dummy, plays two or more cards to the same trick and the mistake is not corrected, he is answerable for any consequent revokes he may make. When the error is detected during the play, the tricks may be counted face downward, to see if any contain more than four cards; should this be the case, the trick which contains a surplus card or cards

[1] Should the Declarer play Third Hand before the Second Hand, the Fourth Hand may without penalty play before his partner.

[2] As to the right of adversaries to consult, see Law 50*c*.

may be examined and such card or cards restored to the original holder.[1]

THE REVOKE[2]

83. A revoke occurs when a player, other than Dummy, holding one or more cards of the suit led, plays a card of a different suit. It becomes an established revoke when the trick in which it occurs is turned and quitted by the rightful winners (i.e., the hand removed from the trick after it has been turned face downward on the table), or when either the revoking player or his partner, whether in turn or otherwise, leads or plays to the following trick.

84. The penalty for each established revoke is:—

(*a*) When the Declarer revokes, he cannot score for tricks and his adversaries add 100 points to their score in the honor column, in addition to any penalty which he may

[1] Either adversary may decide which card shall be considered played to the trick which contains more than four cards.

[2] See Law 73.

have incurred for not making good his declaration.

(*b*) When either of the adversaries revokes, the Declarer may either add 100 points to his score in the honor column or take three tricks from his opponents and add them to his own.[1] Such tricks may assist the Declarer to make good his declaration, but shall not entitle him to score any bonus in the honor column in case the declaration has been doubled or redoubled, nor to a Slam or Little Slam not otherwise obtained.[2]

(*c*) When during the play of a deal more than one revoke is made by the same side, the penalty for each revoke after the first is 100 points.

The value of their honors is the only score that can be made by a revoking side.

[1] The Dummy may advise the Declarer which penalty to exact.

[2] The value of the three tricks, doubled or redoubled, as the case may be, is counted in the trick score.

85. A player may ask his partner if he have a card of the suit which he has renounced; should the question be asked before the trick be turned and quitted, subsequent turning and quitting does not establish a revoke, and the error may be corrected unless the question be answered in the negative, or unless the revoking player or his partner have led or played to the following trick.

86. If a player correct his mistake in time to save a revoke, any player or players who have followed him may withdraw his or their cards and substitute others, and the cards so withdrawn are not exposed. If the player in fault be one of the Declarer's adversaries, the card played in error is exposed, and the Declarer may call it whenever he pleases, or he may require the offender to play his highest or lowest card of the suit to the trick, but this penalty cannot be exacted from the Declarer.

87. At the end of the play, the claimants of a revoke may search all the tricks. If the cards have been mixed, the claim may be urged and proved if possible; but no proof is necessary and

the claim is established if, after it is made, the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries.

88. A revoke cannot be claimed after the cards have been cut for the following deal.

89. Should both sides revoke, the only score permitted is for honors. In such case, if one side revoke more than once, the penalty of 100 points for each extra revoke is scored by the other side.

GENERAL RULES

90. A trick turned and quitted may not be looked at (except under Law 82) until the end of the play. The penalty for the violation of this Law is 25 points in the adverse honor score.

91. Any player during the play of a trick or after the four cards are played, and before the trick is turned and quitted, may demand that the cards be placed before their respective players.

92. When an adversary of the Declarer, before his partner plays, calls attention to the trick, either by saying it is his, or, without be-

ing requested to do so, by naming his card or drawing it toward him, the Declarer may require such partner to play his highest or lowest card of the suit led, or to win or lose the trick.

93. An adversary of the Declarer may call his partner's attention to the fact that he is about to play or lead out of turn; but if, during the play, he make any unauthorized reference to any incident of the play, the Declarer may call a suit from the adversary whose next turn it is to lead.

94. In all cases where a penalty has been incurred, the offender is bound to give reasonable time for the decision of his adversaries.

NEW CARDS

95. Unless a pack be imperfect, no player has the right to call for one new pack. When fresh cards are demanded, two packs must be furnished. When they are produced during a rubber, the adversaries of the player demanding them have the choice of the new cards. If it be the beginning of a new rubber, the Dealer, whether he or one of his adversaries call for the

new cards, has the choice. New cards cannot be substituted after the pack has been cut for a new deal.

96. A card or cards torn or marked must be replaced by agreement or new cards furnished.

BYSTANDERS

97. While a bystander, by agreement among the players, may decide any question, he should not say anything unless appealed to; and if he make any remark which calls attention to an oversight affecting the score, or to the exaction of a penalty, he is liable to be called upon by the players to pay the stakes (not extras) lost.

ETIQUETTE OF AUCTION

In the game of Auction slight intimations convey much information. The code succinctly states laws which fix penalties for an offense. To offend against etiquette is far more serious than to offend against a law; for in the latter case the offender is subject to the prescribed penalties; in the former his adversaries are without redress.

1. Declarations should be made in a simple

manner, thus: "One Heart," "One No Trump," "Pass," "Double"; they should be made orally and not by gesture.

2. Aside from his legitimate declaration, a player should not show by word or gesture the nature of his hand, or his pleasure or displeasure at a play, bid, or double.

3. If a player demand that the cards be placed, he should do so for his own information and not to call his partner's attention to any card or play.

4. An opponent of the Declarer should not lead until the preceding trick has been turned and quitted; nor, after having led a winning card, should he draw another from his hand before his partner has played to the current trick.

5. A card should not be played with such emphasis as to draw attention to it, nor should a player detach one card from his hand and subsequently play another.

6. A player should not purposely incur a penalty because he is willing to pay it, nor should he make a second revoke to conceal a first.

7. Conversation during the play should be

avoided, as it may annoy players at the table or at other tables in the room.

8. The Dummy should not leave his seat to watch his partner play. He should not call attention to the score nor to any card or cards that he or the other players hold.

9. If a player say, "I have the rest," or any words indicating that the remaining tricks, or any number thereof, are his, and one or both of the other players expose his or their cards, or request him to play out the hand, he should not allow any information so obtained to influence his play.

10. If a player concede, in error, one or more tricks, the concession should stand.

11. A player having been cut out of one table should not seek admission in another unless willing to cut for the privilege of entry.

12. A player should not look at any of his cards until the end of the deal.

SUMMARIZED PENALTIES

For the benefit of those who wish to ascertain hastily the penalty for an offense or to refer to

the law upon the subject, the following table of summarized penalties under the new code has been prepared. It does not fully cover each case, nor does it include every penalty, but merely those of most frequent occurrence.

Reference should be made to the full text of the Law whenever any doubt exists concerning the proper penalty.

OFFENSE	PENALTY	LAW
(Before the Deal)		
Cutting more than one card	Must take highest	16
(During the Deal)		
Card exposed	Must deal again	37*c*
Misdeal	Must deal again	36 37
Deal out of turn Deal with wrong cards Omit to have pack cut	May be corrected before end of deal, otherwise deal stands	37*f* 38
(During the Declaration)		
Card exposed	Partner cannot bid and cannot open that suit; card may also be called	65
Bid out of turn	New deal	49
Pass out of turn	None	49
Double out of turn Redouble out of turn	New deal	57 49
Redoubling more than once	100 points or new deal	54
Doubling partner's declaration Redoubling partner's double	50 points	54

Insufficient bid	Made sufficient and partner debarred from bidding *pro tem*	50 52
Impossible bid	Made bid of 7 and partner debarred from bidding *pro tem*; or new deal; or last adverse bid made final	50 52
Inadvertent bid	May be corrected before next player act	52
Bid when prohibited	May be set aside. No more bidding by player or partner	50*a*
(After Declaration *and* Before Play)		
Card exposed by Leader	May be called	66
Card exposed by Third Hand	It or lead may be called	66
Giving information about bidding	Lead may be called	51
(During Play)		
If Declarer —		
Expose card	None	72
Lead out of turn	None	77
Name or touch card of Dummy	May be called upon to play it	64
Claim tricks	May be called upon to show hand	72
Revoke	100 points	84*a*
Subsequently revoke	100 points each	84*c*
If Dummy —		
Revoke	None	63
Suggest a play	It may be required or prohibited	62
After looking at card in hand of a player, call attention to a revoke, expose card, or lead out of turn	No penalty may be exacted for the offense	60 61
Give information about bidding	Lead may be called	51
Call to attention of Declarer that he is about to lead from wrong hand	May be called upon to lead from that hand	62*a*

If an Adversary of Declarer —

Expose card	May be called	67, 72
Play 2 or more cards at once	All may be called	70
Lead out of turn	Exposed card or called lead	76, 78
Lead before partner plays to last trick	Partner may be made to win trick if he can	71
Give information about bidding	Lead may be called	51
Fourth Hand play before Second	Second Hand may be called upon to play highest or lowest, to win or lose trick, or if he be void of suit led to play highest card of any suit named	80
Call attention to trick	Partner may have to play highest or lowest, or win or lose trick	92
Revoke	100 points, or 3 tricks	84*b*
Subsequently revoke	100 points for each	84*c*

GENERAL LAWS —

Not playing to trick	New deal	81
Playing 2 cards to trick; Playing with less than proper number of cards	Liable for revoke	82, 40
Playing with more than 13 cards	New deal	37*d*
Looking at quitted trick	25 points	90

ADDITIONAL LAWS

The Whist Club of New York for the first time has deemed Three-Handed Auction and Duplicate Auction of sufficient importance to make it advisable that laws should be adopted governing these forms of the game. The Laws

for Duplicate will be found in the Part which relates to that subject on pages 382–86. The Laws for the three-handed game follow —

THE LAWS OF THREE-HANDED AUCTION

The Laws of Auction govern the three-handed game except as follows: —

(1) Three players take part in a game and four constitute a complete table. Each plays for himself; there are no partners, except as provided in Law 7.

(2) The player who cuts lowest selects his seat and the cards with which he deals first. The player who cuts next lowest sits on the Dealer's left.

(3) The cards are dealt in four packets, one for each of the three players and one for the Dummy.[1] The Dummy hand is not touched until after the final declaration has been made.

(4) The Dealer declares, and the bidding continues as in Auction except that each player bids exclusively on his own account.

[1] This hand is generally dealt opposite to the Dealer.

(5) The penalty for a declaration out of turn is that each of the other players receives 50 points in his honor score. A declaration out of turn does not affect the right of the player whose turn it is to declare, unless both he and the other player, either by passing or declaring, accept the improper declaration.

(6) If a player declare out of turn, and the succeeding player either pass or declare, the third player may demand that the mistake be corrected as is provided in Law 5. In such case the player who first declared out of turn is the only one penalized.

(7) The player making the final declaration, i.e., a declaration that has been passed by both of the others, plays his own hand and that of the Dummy against the other two, who then, and for that particular hand, assume the relationship of partners.

(8) It is advisable that the game be played at a round table so that the hand of the Dummy can be placed in front of the Declarer without obliging any player to move; but in the event of a square table being used, the two players

who become the adversaries of the Declarer, should sit opposite each other, the Dummy being opposite the Declarer. At the end of the play, the original positions should be resumed.

(9) If, after the deal has been completed and before the conclusion of the declaration, any player expose a card, each of his adversaries counts 50 points in his honor score, and the Declarer, if he be not the offender, may call upon the player on his left to lead or not to lead the suit of the exposed card. If a card be exposed by the Declarer after the final declaration, there is no penalty, but if exposed by an adversary of the Declarer, it is subject to the same penalty as in Auction.

(10) If a player double out of turn, each of his adversaries counts 100 points in his honor score, and the player whose declaration has been doubled may elect whether the double shall stand. The bidding is then resumed, but if the double be disallowed, the declaration may not be doubled by the other player.

(11) The rubber continues until two games

have been won by the same player; it may consist of two, three, or four games.

(12) When the Declarer fulfills his contract, he scores as in Auction. When he fails to do so, both of his adversaries score as in Auction.

(13) Honors are scored by each player separately, i.e., each player who holds one honor scores the value of a trick; each player who holds two honors scores twice the value of a trick; a player who holds three honors scores three times the value of a trick; a player who holds four honors scores eight times the value of a trick; and a player who holds five honors scores ten times the value of a trick. In a No Trump declaration, each Ace counts ten, and four held by one player count 100. The Declarer counts separately both his own honors and those held by the Dummy.

(14) A player scores 125 points for winning a game, a further 125 points for winning a second game, and 250 points for winning a rubber.

(15) At the end of the rubber, all scores of

each player are added and his total obtained. Each one wins from or loses to each other the difference between their respective totals. A player may win from both the others, lose to one and win from the other, or lose to both.

PART II

PART II

DECLARING

As the game of Auction makes its history, one topic after another becomes temporarily the subject of violent discussion; then after a time is settled and removed from the field of controversy.

From the introduction of the game until very recently the question of the original declaration has produced more divergent views and created more serious differences of opinion than any other auction controversy. Now, however, it seems to be generally conceded that the first call made by a player should be as informatory as possible, and the minds of expert declarers in all parts of the country have come together upon a logical plan which simplifies the first bid and also makes it most comprehensive.

This system was fully explained in a series of chapters in "Auction of To-Day," and is now so generally understood that to consider it in detail at this writing is entirely unnecessary.

It seems wise, however, to be sure of a firm foundation before taking up other matters of declaration, which have not hitherto been so thoroughly covered and which present problems not so definitely settled. A table of all original declarations (except Spades [1]) is therefore given here.

TABLE OF ORIGINAL CLUB, DIAMOND, HEART, AND ROYAL DECLARATIONS [2]

The bid of one Club should be made by the Dealer or by the Second Hand over one Spade with any of the following holdings: —

Number of Clubs	*Headed by*	*Other strength*
Five or more	Ace and King	None required.
Five or more	Ace or King and minor honor	One sure quick trick.
Four	Ace, King, Queen	None required.
Four	Ace, King, Knave Ace, Queen, Knave King, Queen, Knave	One sure quick trick.

[1] For table of Spade bids see pages 282–84.

[2] For detailed descriptions of these bids see *Auction of To-Day*, pages 15–59.

The other suit bids are made with the following holdings: —

The Bid	*It shows*
Two Clubs	Five, or more, Clubs headed by Ace, King, Queen, with little else to support a No Trump.
Three or more Clubs	Declarer expects game with Clubs the trump.
One Diamond Two Diamonds Three or more Diamonds	The same holdings of Diamonds that the respective bids of one, two, and three Clubs indicate of Clubs.
One Heart	The same holding of Hearts that the bid of one Club indicates of Clubs.
Two Hearts	Long Hearts headed by Ace or King and at least six tricks, with Hearts trump.
Three Hearts	Seven sure tricks, with the possibility of more if Hearts be trump.
Four Hearts	Nine sure tricks if Hearts be trump.
One Royal Two Royals Three Royals Four Royals	The same holding of Spades that the respective Heart bids indicate of Hearts.

TABLE OF NO TRUMP DECLARATIONS

The Bid	*It shows*
One No Trump	One of the following holdings : (*a*) The four suits all stopped. (*b*) Three suits stopped, an Ace being one of the stoppers. (*c*) Three King-Queen or King-Knave suits. (*d*) Five solid Clubs or Diamonds and another Ace.
Two No Trumps	Six or more solid Clubs or Diamonds accompanied by an Ace or guarded King in two other suits.

Before passing from the subject of original declarations one more word must be said regarding a most vital and yet most frequently violated principle.

The foundation of modern bidding rests upon the rule, which is without exception, that the bid of one or two Clubs, Diamonds, Hearts or Royals indicates a suit headed by Ace or King, if not both. With the introduction of the Spade call to show long weak Hearts [1] came the final exit of the last vestige of an excuse for an orig-

[1] See pages 231–36.

inal bid of one or two of a long suit headed by a Queen or lower card.

A partner may be asked to overlook almost any other error, but the original bidder who starts by saying, "Partner, I probably have both the Ace and King of this suit; but if not both, I have at least one of them with a minor honor and another sure high card trick," when in reality he only has a suit headed by the Queen or Knave, at once elects himself to membership in the Club of Unreliable Declarers and thoroughly earns any flattering (?) comment his partner may feel called upon to utter.

The original call of three or more Royals, Hearts, or even Diamonds[1] is a somewhat different proposition. It is not only a most forceful demand to be allowed to play that suit and a most unmistakable suggestion that the Declarer expects to make game, but it also indicates a fear of being outbid by some other suit, should each adversary be allowed to report his strength to the other. In other words, it is a most pronounced effort to shut out all other bids,

[1] See *Auction of To-Day*, pages 279–81.

and shows most plainly distinct weakness in one or more declarations. It marks the holder with what is generally known as a freak hand which cannot be governed by cut-and-dried rules. Such a bid might be made without either the Ace or King of the suit named with some such extraordinary combination as

Spades	Queen, Knave, Ten, X, X, X, X
Hearts	None
Diamonds	Ace
Clubs	Queen, Knave, Ten, X, X

But such a holding is most unusual, and as a rule an original bid of three or more is accompanied by the presence of both the Ace and King of the suit.

OVERCALLING THE PARTNER

When and under what circumstances the partner should be overbid (the adversary to the right having passed) is a subject which deserves the most careful consideration.

The first point to remember is that the question of whether to overbid or leave the partner

in depends entirely upon two totally different considerations: —

(*a*) When strong, the point to be determined is which presents the better chance for the game, allowing the partner's declaration to stand or overbidding.

(*b*) When weak, the Declarer must decide whether his weakness is so pronounced that the partner's declaration must result in disaster and a rescue is therefore advisable.

The partner's original declaration, viewed from a game-going standpoint, may be divided into three classes: —

(1) His bid of No Trump.
(2) His bid of a Heart or a Royal.
(3) His bid of a Diamond or a Club.

The No Trump from a love score requires but nine tricks to win the game, a major suit (the second class named) necessitates ten tricks, while in either of the minor suits (Diamonds or Clubs), eleven tricks must be captured to reach the goal.

TAKING OUT A NO TRUMP WITH STRENGTH IN A MAJOR SUIT

The strength take-out of a No Trump by a bid of two of a major suit, while it increases the contract by a trick, is nevertheless often wise. When the partner of the No Trump Declarer holds five or more of a major suit, many hands yield ten or more tricks, with that suit trump, which would fail to produce nine tricks without a trump. This condition exists when some adverse suit could be run against the No Trump which if the suit be declared would be ruffed, and therefore worth at most one or two tricks.

On the other hand, there are some deals which are good for exactly nine tricks either way, and a few others in which, if the suit be played, the adversaries get the chance to ruff, so that more tricks can be made in the No Trump.

No universal rule can be laid down (except for players who use the six and seven Spade bids[1]) for deciding under what conditions with

[1] See pages 269–77.

strength a player should overcall his partner's No Trump by bidding two of a major suit. It is a question that must be determined after studying the thirteen cards of the hand. It may, however, be enunciated as a general principle that (1) if the holding be six Hearts or Spades; (2) if the hand be void of or contain but a singleton of some other suit; (3) if it be without assistance for the No Trump except in the long suit; or (4) if it contain four Heart or Royal honors, the overbid is much the wiser course. An example of each of the above-mentioned hands follows: —

(1)

Spades	King, Queen, Knave, X, X, X
Hearts	Ace, X
Diamonds	Queen, Knave, X
Clubs	X, X

(2)

Spades	King, Queen, Ten, X, X
Hearts	Ace, X, X
Diamonds	None
Clubs	King, Ten, X, X, X

(3)

Spades X, X
Hearts Ace, King, X, X, X
Diamonds X, X, X
Clubs X, X, X

(4)

Spades King, X
Hearts Ace, King, Knave, Ten, X
Diamonds King, X, X
Clubs Queen, X, X

It must, therefore, be realized that, unless the bids of Six and Seven Spades be used, an overcall of a partner's No Trump with two of a major suit may indicate strength, and as the same declaration is made as a rescue with the most pronounced weakness, it obviously is a bid which does not accurately denote its character.[1]

THE NO TRUMP RESCUE

The necessity for using the overbid as a No Trump rescue is most apparent in these days of light No Trumpers. When the partner of a

[1] See pages 269–77.

player who has declared a No Trump of the border-line variety holds a "bust," the shoals are near. The maker has but three tricks, the partner none for a No Trump; that means a 200 penalty if the original call stand. The weakness rescue, which is made with five or more of any suit, while it increases the commitment one trick, does not throw away any of the three or more high-card tricks which produced the No Trump, and yet almost certainly adds two or more tricks from the otherwise useless hand, a net gain of at least one. When the No Trump bidder has length or strength in the trump suit, the gain may be materially greater. Of course, this take-out occasionally proves unfortunate, but in the long run it is a saving play.

This bid is made merely as an economical expedient, not with the expectation of fulfilling the contract and certainly without the least hope of game ("bust" holdings are not as a rule game producers, even with a partner unusually strong); it therefore does not make the least difference whether the five card suit be Royals, Hearts, Diamonds, or Clubs, the overbid should

be made just the same. If there be any difference, it may be said that a rescue is safer in Clubs or Diamonds, as in neither of these suits can the partner interpret it as strength.

With strong Clubs or Diamonds, and nothing else, a sound bidder does not overcall his partner's No Trump, as he can help that declaration and there is a chance for game (9 tricks), which, with the minor suit trump (11 tricks), would be practically impossible.

With a strong minor suit and other assistance, it is folly to struggle for eleven tricks, difficult to obtain, when nine of greater value are practically assured by the No Trump.[1]

It is therefore evident that at a love score, a call of two Clubs or Diamonds over the partner's No Trump is always a most pronounced danger signal, as the bid announces with all the emphasis the vocabulary of the Declarer permits that the hand is too weak to aid the No Trump.

[1] Of course, it goes without saying, if there be a score so that eight or nine tricks in Diamonds or Clubs will win the game, the situation is totally different and the overbid with strength may be advisable.

The following examples may help to make the situation clear:—

EXAMPLES OF WHEN TO BID TWO OF A MINOR SUIT OVER PARTNER'S NO TRUMP*

Holding	*Bid*
Spades X, X Hearts X, X, X Diamonds King, X, X Clubs Knave, Ten, X, X, X	A two Club bid; the side King is not sufficient strength to justify passing.
Spades X, X Hearts Queen, X, X Diamonds King, Knave, X Clubs Knave, Ten, X, X, X	Should pass.
Spades X, X Hearts Knave, X, X Diamonds Queen, X, X Clubs Queen, X, X, X, X	Should bid two Clubs.
Spades X Hearts Knave, Ten, X, X Diamonds Queen, Ten, X Clubs Queen, Ten, X, X, X	Should pass.
Spades X, X, X Hearts Ten, X, X Diamonds Queen, Knave, X, X, X Clubs Queen, X	This, or any weaker hand of this character, provided it contain a five-card suit, is a take-out.
Spades King, Knave, X Hearts Ten, X, X Diamonds Queen, Knave, X, X, X Clubs X, X	Not a take-out; the Spade strength justifies passing.

* For discussion of when to bid three Clubs over a No Trump see *Auction of To-Day*, pages 102–06.

Holding	*Bid*
Spades X, X, X Hearts X, X, X Diamonds X, X Clubs King, Ten, X, X, X	This, or any weaker hand of this character, provided it contain a five-card suit, is a take-out.
Spades Queen, Knave, X Hearts X, X, X Diamonds X, X Clubs King, Ten, X, X, X	A close case, but the stopper in Spades probably justifies passing.
Spades X, X, X Hearts X, X, X Diamonds X, X Clubs Ace, Knave, Ten, X, X	Club strength makes game possible at No Trumps and justifies passing with this or any stronger hand of this character.
Spades X, X, X Hearts X, X, X Diamonds X, X Clubs King, Knave, Ten, X, X	A border-line hand; whether to pass or call two Clubs depends upon whether the partner be a rash bidder and which game is being played. With a conservative partner or during the rubber game, passing is probably the wiser course.

Of course, all these cases are based upon the supposition that the adversary, who bids after the partner and before the Declarer, has passed. When that adversary declares, the partner *ipso facto* is taken out and a rescue becomes unnecessary. A declaration under such circumstances shows strength, and unless it be accompanied by material assistance is most misleading.

WHEN TO OVERCALL PARTNER'S ONE ROYAL

As a Royal is the most valuable suit, it should not be taken out by a partner who has Spade strength, even if his hand would otherwise thoroughly justify a No Trump or Heart declaration. The partner has announced a desire to play Royals, and making any other call negatives either high card or numerical help in Spades.

With distinct weakness in Spades, the partner of the Royals bidder should declare the strength of his hand. The following examples show the most important of the different situations:—

EXAMPLES OF BIDS OVER PARTNER'S ONE ROYAL

Holding	*Bid*
Spades King, X, X Hearts X, X Diamonds Queen, X, X, X Clubs Ace, Queen, X, X	Should bid two Royals. The hand has such strength that it should advance the Royals in the event of an adverse bid; it is therefore wise to make the call of two at once, and thus, if possible, shut out the giving of adverse information.
Spades Knave, X, X, X Hearts X Diamonds King, X, X, X Clubs Ace, X, X, X	Should bid two Royals. Same reasoning as above.

Holding	*Bid*
Spades King, Knave, X, X Hearts None Diamonds X, X, X Clubs Ace, King, X, X, X, X	Should bid three Royals.
Spades X Hearts Ace, Queen, Ten, X, X Diamonds King, Queen, X, X Clubs X, X, X	Should bid two Hearts. This hand cannot help the partner's Royals, but the partner may have assistance for Hearts.
Spades King, X, X, X Hearts Ace, Queen, Knave, X, X Diamonds King, Queen, X Clubs X	Should pass; too strong to advance the partner's call and too valuable assistance for Royals to consider any other bid.
Spades X, X, X, X Hearts None Diamonds Ace, King, Queen, X, X Clubs X, X, X, X	Should bid three Royals; a game is much more probable and profitable in Royals than in Diamonds.
Spades X Hearts X, X, X Diamonds Ace, King, Queen, X, X Clubs X, X, X, X	Should bid two Diamonds.
Spades X, X Hearts X, X, X Diamonds X, X, X Clubs Knave, X, X, X, X	Should pass; bidding two Clubs would indicate Club strength. The adversary to the left is almost sure to overcall.
Spades X, X Hearts X, X, X Diamonds Ace, King, Queen, X, X Clubs Ace, X, X	Should bid one No Trump.
Spades X, X, X Hearts King, Knave, Ten Diamonds Ace, Queen, X Clubs Ace, Knave, X, X	Should bid one No Trump.

Holding	*Bid*
Spades X, X, X Hearts Queen, X, X, X, X Diamonds X, X Clubs Ace, X, X	Should pass; the Hearts are too weak to justify a declaration.

WHEN TO OVERCALL PARTNER'S ONE HEART

Hearts, equally with Royals, being a game-going suit, bids of one Heart should receive exactly the same treatment that is accorded to calls of one Royal. The only possible distinction between the two situations is that one Heart can be taken out with one Royal, whereas it takes two Hearts to overbid a Royal call. This difference for the purpose under consideration is theoretical rather than real. When the bidder (with a reasonable chance of success) is striving for the game, which requires four odd tricks, it makes comparatively little difference whether his declaration be one or two.

A weakness take-out is the only kind of bid that should be affected by the danger of increasing a contract from one to two.

If the holding be

Spades	Knave, Ten, X, X, X
Hearts	X, X
Diamonds	X, X, X
Clubs	X, X, X

it would seem much wiser to call one Royal over one Heart, as a rescue, than it would with

Spades	X, X
Hearts	Knave, Ten, X, X, X
Diamonds	X, X, X
Clubs	X, X, X

to call two Hearts over one Royal. This situation need not, however, worry the Declarer, as both declarations would be most unsound.

Such a call cannot be accompanied by a red flag showing its character, and the partner, if he have strength in the suit named, as well as in his original declaration, is bound to advance the call farther. A heavy loss is almost an inevitable result.

With any such holding as either of the above, the player should pass. It is true that the chances are that the combined hands will produce better results if the trump be the long weak suit of the Declarer than the long strong one originally

named. There is, however, comparatively little chance, if the partner have a "bust," that the bid of one Royal or one Heart will become the final declaration. There is still an adversary to be heard from, and it is practically certain that he is strong; he is almost sure to overbid the original call of one, so the rescue is not essential.

The case is not the same as when the partner has called one No Trump, that declaration being much more apt to stand.

Of course, when the length of the long weak suit is six or more, and when the hand contains some additional assistance, the game again appears possible, even probable, and the situation changes accordingly.

With such a holding as

Spades	Knave, Ten, Nine, X, X, X
Hearts	None
Diamonds	Ace, X, X
Clubs	King, X, X, X

a bid of a Royal over a Heart would be more than justified, and with the Spades and Hearts transposed, two Hearts should certainly be called over one Royal.

A few examples of bidding over one Heart follow: —

EXAMPLES OF BIDS OVER PARTNER'S ONE HEART

Spades Hearts Diamonds Clubs	Ace, Knave, Ten, X, X X, X King, X, X X, X, X	As this hand cannot help the Heart suit, and the Heart bidder may be able to help Royals, it is a take-out.
Spades Hearts Diamonds Clubs	Ace, Knave, Ten, X, X King, Ten, X Queen, X, X, X X	This hand can help Hearts, and while the partner may be able to help Royals, it is most deceptive to deny Heart strength. Bidding Royals would be taking a chance instead of a certainty. This hand should call two Hearts.
Spades Hearts Diamonds Clubs	Ace, King, X, X, X Ten, X, X, X Queen, X, X X	Another two Hearts bid, same reasoning as previous hand.
Spades Hearts Diamonds Clubs	Ace, King, X Queen, Ten, X, X King, Queen, Ten Ace, X, X	This hand should pass. It is such a wonderful aid for a Heart that it would be folly to think of No Trump; it is too strong to bid two Hearts, as with so potential a holding adverse bidding should be encouraged.
Spades Hearts Diamonds Clubs	None King, Knave, X, X X, X, X, X Ace, King, Knave, X, X	Should bid three Hearts.

WHEN TO OVERCALL PARTNER'S ONE DIAMOND OR ONE CLUB

When a player bids one Diamond or one Club, he indicates a willingness to play the minor

suit he has declared, and also guarantees help should his partner be able to make a declaration more apt to produce game.

It, therefore, becomes evident that the partner should overbid such a call whenever his holding is sufficiently powerful, and that such action, especially when the change is to No Trump, does not by any means deny strength in the suit originally declared.

A few examples are given of bidding over one Diamond ; these would apply equally to an overbid of one Club, should the Club and Diamond suits be transposed.

EXAMPLES OF BIDS OVER PARTNER'S ONE DIAMOND

Spades	Ace, Knave, X	Should bid No Trump.
Hearts	X, X, X	
Diamonds	King, X, X	
Clubs	Knave, Ten, X, X	
Spades	King, X, X	Should bid No Trump.
Hearts	X, X, X	
Diamonds	X, X	
Clubs	Ace, King, Queen, X, X	
Spades	King, X, X, X	Should bid two Diamonds.
Hearts	X	
Diamonds	King, X, X, X	
Clubs	X, X, X, X	

Spades	Ace, King, X	Should bid four Diamonds.
Hearts	None	
Diamonds	King, Knave, X, X, X	
Clubs	X, X, X, X, X	
Spades	Ace, Queen, Knave, X, X	Should bid two Royals.
Hearts	X	
Diamonds	King, X, X	
Clubs	King, X, X, X	
Spades	Ace	Should bid one Heart.*
Hearts	King, Knave, Ten, X, X	
Diamonds	Knave, X, X	
Clubs	Queen, Knave, X, X	
Spades	X, X	Should bid two Clubs.
Hearts	X, X, X	
Diamonds	X, X	
Clubs	Ace, King, Queen, X, X, X	

* A player who uses the Spade bids would call six Spades with this hand.

OVERCALLING PARTNER'S BID OF TWO

When a player starts with a bid of two No Trumps, Royals, or Hearts, he distinctly and emphatically says, " Partner, I hope to get game in this declaration. My hand does not fit any other ; as a matter of fact, I am bidding the extra trick hoping to shut out a bid that I fear. If you have any help, so much the better, but, whatever you may have, remember I do not want to be taken out unless your reasons for so doing are so convincing that they make such action on

your part seem compulsory." A high honor score is almost the only holding which justifies such a take-out.

With four Aces a player should unquestionably overbid a partner's two Royals or two Hearts, and with five Spades with four Honors he should overcall two No Trumps or two Hearts. Four Heart honors and one other Heart should overcall two No Trumps, and possibly two Royals (although the latter case is somewhat close); five Heart honors, however, or six Hearts with four honors would beyond question justify the bid.

Of course, an original two Diamonds or two Clubs [1] asks to be taken out, provided a game-going bid be possible and presents a totally different situation from a call of two Royals or two Hearts.

OVERBIDDING PARTNER WHEN HE HAS BEEN DOUBLED

There are, perhaps, few topics upon which all Auction writers and expert players agree, but

[1] See table, page 61; also *Auction of To-Day*, page 54.

there is at least one concerning which they are in complete harmony. Every book, every newspaper article that refers to the subject, and every expert who delivers a lecture across the table preaches from the text that "It is seldom sound bidding to take your partner out when he has been doubled." This is a point upon which every one agrees, and yet there is a certain percentage of players who, while they concur in theory with the proposition, in practice cannot resist the temptation to overbid. A player of this kind may start the game with the most positive intention of resisting the tendency he knows to be a distinct weakness, but the moment his partner (no matter how sound a Declarer he may be) is doubled, and the hand of the player in question is short of trumps (as is almost invariably the case), he becomes panic-stricken. Like the tippler who takes the pledge every morning and breaks it the first time he is offered a drink, he simply cannot resist the temptation to rescue a partner who is probably praying to be let alone.

It is possibly useless to say anything more on

this subject, and yet, as long as there be heathen, missionaries should be sent to save.

The first point to be remembered by the player who is considering the advisability of taking out a partner who has been doubled, is that fully nine tenths of such take-outs result disastrously, and that whenever there is any reasonable doubt upon the subject the verdict should be in favor of the partner.

If the Declarer have any strength, it will help the partner win a doubled declaration; if not, the chances are that the change will only make matters worse.

If the doubler be a reckless bidder, it is probable that the partner will win out; if the doubler be a sound Declarer, it is a safe assumption that he is prepared to double any other call and can probably do so with more effective result.

There are, of course, some, more or less exceptional, cases in which a take-out is effective, and it is important that the bidder who is prone to interfere with a doubled partner should thoroughly understand the exact character of these

hands, so that with any other holding he may be induced to remain silent.

The only hand with which the partner should be taken out when doubled is one which cannot help the partner's declaration and yet may possibly fulfill the proposed contract.

Suppose the Dealer bid No Trump; Second Hand, two Hearts; Third Hand, pass; Fourth Hand, two Royals; Dealer, three Diamonds, which the Second Hand doubles.

If the Third Hand hold

Spades	X, X
Hearts	X, X, X, X
Diamonds	X
Clubs	Knave, Ten, X, X, X, X

it would doubtless be sound bidding to take out with four Clubs. The hand is trickless in Diamonds, but of material assistance in Clubs, and the bidding would indicate that the Dealer has some strength in Clubs. In such a case, although it increase the contract one, the take-out is distinctly advisable.

Suppose, however, that the hand be

Spades	None
Hearts	X, X
Diamonds	X, X, X, X
Clubs	Knave, Ten, X, X, X, X, X

the take-out would not be wise, as the hand will probably materially aid the partner.

Another example of a very foolish take-out follows: —

The Dealer bids two Hearts; Second and Third Hands, pass; Fourth Hand, two Royals; Dealer, three Hearts; Second Hand, double.

The Third Hand holds

Spades	King, Queen
Hearts	None
Diamonds	Ace, King, X, X, X, X
Clubs	Knave, X, X, X, X

Four Diamonds might be made, but that is far from being certain. The partner has called three Hearts without assistance; this hand assures one Spade, and, unless ruffed, two Diamond, tricks. If the partner be a sound bidder, his success is beyond question. It is certainly better to make

three or more Hearts, worth 16 per trick, than to chance making four Diamonds worth 7 per trick.

As an illustration of the difficulties into which players get themselves who cannot remain quiet when the partner is doubled, a story, vouched for as true by eye-witnesses, is told of one of the most popular habitués of the card-room of a club where Auction is most popular and where the standard of play is exceptionally high. The player in question, generally known as "the General," loves Auction, plays his cards with rare skill, and in a "marathon" contest is unequaled; but the word "double" uttered by an adversary has the same effect upon him that a steam-roller or an automobile with open muffler has upon a country-bred horse on its first trip to the city.

On one occasion the General was sitting fourth hand and the bidding was as follows:—

Dealer	2 Spades.
General's partner	1 Royal.
Dealer's partner	1 No Trump.
General	Pass.

Dealer	Pass.
General's partner	2 Royals.
Dealer's partner	Double.
General (quickly)	3 Hearts.
Dealer	Double.
General's partner	3 Royals.
Dealer's partner	Double.
General (without hesitation)	4 Diamonds.
Dealer	Double.
General's partner	4 Royals.
Dealer's partner	Double.
General (after much hesitation and with great agitation)	Pass.
Dealer	Pass.
General's partner	Pass.

This unusual bidding naturally attracted players from all over the room, who rushed to the table to see the remarkable holding the General must have. He put down —

Spades	None
Hearts	9, 8, 6, 4, 3
Diamonds	Ten, 9, 6, 5, 2
Clubs	8, 7, 3

Fortunately the furnishings of the card-room did not include a dictagraph.

WHEN TO SUPPORT BID OF A PARTNER WHO HAS BEEN OVERCALLED BY AN ADVERSARY

There is probably no question in Auction that the beginner finds more perplexing than the determination of when he should support his partner's declaration, and when it is the part of wisdom to pass and permit the adversaries to capture the play with a low bid. The player who is too timid loses many opportunities both to play declarations that can be made and to induce the adversaries to attempt contracts which they cannot fulfill; the player who is too bold is continually overestimating the strength of his cards and creating disaster for his partnership.

Some few natural Declarers have the ability with doubtful hands to know just when it is safe to assist the partner, and when it is much wiser to maintain a dignified silence. Players gifted in this way seem able, in some occult manner, to determine exactly how far an adver-

sary may be safely pushed before he will stop bidding and try doubling. The talent, if it may be called that, is possibly an ability to read the characteristics of the opponent rather than to measure accurately the value of the cards. For the exceptional player who possesses so valuable a trait advice is useless, but for the other nine hundred and ninety-nine out of every thousand, rules are most important, especially when the reason for their existence is fully understood and appreciated.

The player in doubt whether or not to assist his partner's declaration must remember that, unless that partner bid a second time, it is very possible his original call has been made with the minimum amount of strength that justifies an original declaration; namely, if it be No Trump, three tricks; if it be a suit, four tricks; that when such declaration was made it was based upon the expectation of average assistance from the partner and the recognized advantage which accrues to the player of the combined hands.

This may be figured out as follows: —

	Tricks
Value of high cards in border-line No Trumps . . .	3
Value of playing combined hands	1
Value of high-card tricks expected from partner . .	2
Value of extra low or medium card trick probable from combined hands	1
Amount of contract	7

It will be noticed that this estimate is fairly liberal, as the two items, for each of which a single trick is allowed, sometimes entirely fail to materialize; in other cases they appear to combine, furnishing but one trick between them.

When, therefore, the partner of a No Trump bidder is called upon to decide whether to advance that declaration, he should not do so unless he can see at least one trick in the adverse suit, one other sure quick trick, and a reasonable chance for more even if the original bid have been of the border-line variety.

For example, suppose the bidding to have been one No Trump, two Clubs, and the third hand hold

Spades X, X
Hearts X, X, X
Diamonds Ace, Knave, Ten, X, X
Clubs Ace, X, X

The two Aces are quick sure tricks, one in the adverse suit, and the remainder of the Diamond holding contains sufficient possibilities to warrant the call of two No Trumps. Change the hand slightly by merely substituting two small Diamonds in place of the Knave and Ten, and the probability of establishing the suit being thereby materially decreased, the extra strength is lacking and it is safer not to advance the No Trump.

Of course, if the hand be

Spades	Ace, X, X
Hearts	X, X
Diamonds	Ace, Knave, Ten, X, X
Clubs	X, X, X

the bid over two Clubs would be two Diamonds.

A few more examples follow: —

EXAMPLES OF THIRD HAND BIDS, DEALER HAVING CALLED NO TRUMP, SECOND HAND TWO CLUBS

Spades	Ace, X, X, X	Rather a close case, but safer to pass, the unguarded Queen of Hearts hardly being of sufficient strength to justify the bid. The least additional assistance would make the hand worth one raise.
Hearts	Queen, X	
Diamonds	X, X, X, X	
Clubs	King, X, X	

Spades	Ace, X, X	Should bid two No Trumps.
Hearts	X, X	
Diamonds	Queen, Knave, X, X, X	
Clubs	King, X, X	

Spades	Ace, X, X	Should bid two Diamonds.
Hearts	Queen, X, X	
Diamonds	King, Queen, X, X, X	
Clubs	X, X	

Spades	Ace, X, X	Should pass.
Hearts	King, Queen, X	
Diamonds	X, X, X, X	
Clubs	X, X, X	

Spades	X, X, X	Should pass; it would be a fatal mistake to double or bid two No Trumps. The Club bidder is almost certainly working a "Shift" * with six solid Diamonds, and if undisturbed can be slaughtered.
Hearts	X, X, X, X	
Diamonds	X	
Clubs	Ace, King, Knave, X, X	

Spades	King, X, X	Should pass.
Hearts	X, X, X, X	
Diamonds	Queen, X	
Clubs	Queen, X, X, X	

Spades	Queen, X, X	Should bid two No Trumps.
Hearts	X	
Diamonds	Ace, King, X, X, X	
Clubs	Knave, Ten, X, X	

* See *Auction of To-Day*, pages 76, 77.

WHEN TO ADVANCE PARTNER'S SUIT BID.

Analyzing the original suit bid, we find that the minimum strength with which this call is made without additional assistance is Ace, King, and three small of the suit named. The two top honors are, of course, each worth one trick, and the three small cards, if there be an even break, should produce two more, so that an original suit bid is generally set down as having a minimum value of four tricks. Add to this the trick always supposed to accrue to the player of the combined hands and it will be seen that the original Declarer, when, with a border-line hand, he calls one of a suit, is depending less upon his partner than when, with the minimum holding, he calls one No Trump. It of necessity follows that the partner of the suit bidder is justified in assisting with slightly less strength than he would require to warrant advancing a No Trump declaration. It is also true that a suit call may be assisted higher and that more causes produce "raisers."

The various factors which may each be said

to be worth one or more tricks for a partner's suit declaration are—

Ace, King, or Queen of the trump suit, each	one
*A blank suit, provided the hand contain trumps for ruffing	at least two
**A single card suit, provided the hand contain trumps for ruffing	at least one
A two-card suit, provided the hand contain trumps for ruffing	less than one
An Ace	one
A King (unless the suit has been bid by the left-hand adversary)	nearly one
A King and Queen of the same suit	fully one
A Queen (is of doubtful value) must be estimated as distinctly	less than one
Four small trumps without ruffs **	less than one
Five small trumps without ruffs **	about one

* Can be valued about one half over the figure given.

** No suit of less than two cards.

Figuring on the basis of the above estimate, it becomes a question whether with just two tricks the partner's bid should be raised. Some players believe in so doing and some authorities so recommend; it is more conservative however to adopt the rule that with a bare two tricks a partner's bid of one should not be advanced to two, but that his call of two, when made without assistance (whether two originally or one at a time), should be raised to three; that with any strength, no matter how little, more than two, the partner's bid of one should be advanced; and that each additional trick should warrant one more raise.

If the above doctrine be applied to a number of hands in order to figure out the practical result, it is believed it will be found to work more satisfactorily than any other method.

EXAMPLES OF HANDS WHICH SHOULD OR SHOULD NOT ADVANCE PARTNER'S BID OF ONE HEART, AN ADVERSARY HAVING CALLED TWO DIAMONDS

Spades	X, X, X	Only worth one trick; should not under any circumstances advance partner's bid.
Hearts	Ace, X, X	
Diamonds	X, X, X	
Clubs	Knave, X, X, X	
Spades	Ace, X, X	Worth exactly two tricks; should not raise from one to two, but should from two to three.
Hearts	King, X, X	
Diamonds	X, X, X	
Clubs	Knave, X, X, X	
Spades	Ace, X	The Ace is worth one, plus which the hand contains two elements of doubtful value; viz., only two Spades and the Queen-Knave of Clubs. Not strong enough to raise from one to two and probably should not go from two to three, unless the partner be ultra conservative.
Hearts	X, X, X	
Diamonds	X, X, X	
Clubs	Queen, Knave, X, X, X	
Spades	Ace	The singleton Ace is worth one plus "at least one," to which should be added the doubtful value of the Clubs. This hand is worth more than one raise; in fact, almost two. It should advance partner's one to two, but should not go to three unless the partner be very conservative. It would seem safe, however, with this hand to advance any partner's unassisted two up to four if necessary.
Hearts	X, X, X	
Diamonds	X, X, X, X	
Clubs	Queen, Knave, X, X, X	

Spades	Ace, X, X	Not worth quite two tricks and very weak in trumps; better not to bid with this hand.
Hearts	X, X	
Diamonds	X, X, X	
Clubs	King, X, X, X, X	
Spades	Ace, X, X	Just under the strength requisite for a bid.
Hearts	X, X, X, X	
Diamonds	X, X, X	
Clubs	Knave, Ten, X	
Spades	Ace, X	Much stronger than the preceding hand; is worth a raise from one to two.
Hearts	X, X, X, X	
Diamonds	X, X	
Clubs	Knave, Ten, X, X, X	
Spades	Ace, X	Worth two raises.
Hearts	King, X, X, X	
Diamonds	X, X	
Clubs	Queen, Knave, X, X, X	
Spades	Ace	Worth three raises.
Hearts	King, X, X, X	
Diamonds	X, X	
Clubs	King, Knave, X, X, X	
Spades	None	While this hand may be said to be worth almost six tricks, it should not advance the bid to more than five Hearts unless it can be safely inferred from the bidding that the partner is very short of Diamonds.
Hearts	King, X, X, X, X	
Diamonds	X, X, X	
Clubs	Ace, King, X, X, X	
Spades	Ace, X	Worth one raise if the original Diamond bid be to the right; but if it be to the left, this hand should not declare.
Hearts	X, X, X, X	
Diamonds	King, X	
Clubs	X, X, X, X, X	

WHEN PLAYER SHOULD ADVANCE HIS OWN BID WITHOUT HELP FROM HIS PARTNER

Whether it be a No Trump or a suit declaration, a player should not in any case call two originally with less than six tricks, and the same theory applies whenever an original bidder is called upon to determine whether, without assistance from his partner, he should increase his own call of one to two.

In both cases the partner may have that much-dreaded "bust," and it is therefore unwise for a bidder to contract to take eight tricks unless at least six be in sight.

Players who do not follow this rule may cite the case of the original "one No Trump" bidder, who often declares to take seven tricks when he only has three, and therefore contend that it is at least one trick more conservative to declare for eight with five in hand.

While at first glance this seems plausible, it really is not so. A bid of one is rarely doubled, but a call of two often suffers that fate. Furthermore, the original declaration is a different prop-

osition; it is of vital importance for the success of the hand that the partner obtain a line on the general character of the holding, and in the long run the return will prove any risk which accompanies such bidding well worth the taking.

The advance from one to two is totally different. The partner has received his message; if he can help sufficiently to make game possible he will do so; if not, a venturesome advance of his own bid by the original Declarer is not apt to accomplish anything advantageous and may spell trouble. Furthermore, it is important that this advance when made should give definite information, so that the partner may have data which will enable him to push it farther, if his holding warrant.

But once more the player who feels it a disgrace to give up a declaration steps in with his objections and again he has an apparently plausible proposition. He argues, "If I must have six tricks to increase my bid of one to two, and if six tricks justify an original bid of two, why not make the rule with six tricks always to bid

two at the start and never to increase your own call of one?"

The answer is suggested by a little familiarity with the scheme of declaration. An original bid of two is advisable only with hands which desire to prevent any other call, whether it emanate from partner or adversary, — hands which wish to preëmpt the declaration. A No Trump holding with six tricks in sight is not accompanied by any such wish, as it is often advisable that the partner, with either Royal or Heart strength or as a rescue, be permitted to overbid. The only character of hand which justifies starting with two No Trumps is the rare combination in which a solid suit of six or seven Diamonds or Clubs is accompanied by an Ace or guarded King in at least two other suits, the idea being to shut out two Hearts or Royals.

The same principle governs the original bids of two Royals and two Hearts. They should not be made every time an original Declarer holds six tricks in either suit, but only when, in addition to having at least that number of tricks assured, he fears the other major suit may be

bid and that he may be forced higher than may prove convenient. For example —

Spades	Ace, King, Ten, X, X, X
Hearts	None
Diamonds	Ace, Queen, X, X
Clubs	X, X, X

would be a sound two Royals bid; but

Spades	Ace, King, Ten, X, X, X
Hearts	Ace, Queen, X, X
Diamonds	X, X
Clubs	X

should be started with one Royal.

Two Diamonds or Clubs are never bid originally except with solid suits as a No Trump invitation; so it is seen there are many cases in which a player with six tricks does not make an initial call of two.

It, therefore, becomes interesting to note certain hands which should advance their own bids from one to two and others which should not.

The question arises under two somewhat different conditions; in one the adversary to the left has overbid and both the partner and Fourth

Hand have passed, in the other the Second Hand and the partner have passed and the Fourth Hand has declared. In the latter case passing does not surrender the declaration, as the partner is still to be heard from and the amount of his strength is unknown. This is, however, too slight a difference to make any change in the bidding, as even in the latter case the original Declarer if he raise must do so totally uninformed whether his partner will produce record-breaking assistance or a trumpless "Yarborough."

Applying the six-trick rule to general hands, and also figuring on the danger of the adverse suit being run, we find the result as follows:—

TABLE OF HANDS WHICH HAVE BID ONE NO TRUMP AND BEEN OVERCALLED BY AN ADVERSE TWO HEARTS

Spades	Ace, X, X, X	Should not bid on second round.
Hearts	Ace, Queen	
Diamonds	Queen, X, X	
Clubs	Ace, X, X, X	

Spades	King, X	Should call two No Trumps.
Hearts	Ace, Queen, Ten	
Diamonds	Queen, Knave, Ten, X, X	
Clubs	Ace, Knave, X	

Spades	X, X	Should call two No Trumps.
Hearts	Ace, Knave, X	
Diamonds	King, Queen, Knave, X, X	
Clubs	King, Queen, X	
Spades	King, Queen, X	Should either pass or bid three Diamonds, the latter distinctly preferred.
Hearts	Ace, X	
Diamonds	King, Queen, Knave, X, X, X	
Clubs	X, X	
Spades	King, Queen, X	Two No Trumps stands a better chance of producing game than three Diamonds; it should be called.
Hearts	Ace, X, X	
Diamonds	Ace, King, Queen, X, X, X	
Clubs	X	
Spades	King, Queen, X	Should pass.
Hearts	King, X, X	
Diamonds	Ace, Queen, X	
Clubs	King, X, X, X	
Spades	Ace, King, Queen, X	Should call two Royals.
Hearts	King, X	
Diamonds	Ace, Queen, X	
Clubs	King, X, X, X	

WHEN A PLAYER SHOULD INCREASE HIS OWN SUIT BID

In the case of a suit declaration, it is not necessary to consider the question of stoppers or the running of the adverse suit; the application of the six-trick rule, therefore, becomes quite simple, as will be seen from the following examples: —

EXAMPLES OF WHEN TO CONTINUE A SUIT BID

In all the following cases the original bid by the Dealer, whose hand is given, is supposed to have been one Diamond, Second and Third Hands both to have passed, and Fourth Hand to have called one Heart.

Spades X, X, X Hearts X, X Diamonds Ace, Queen, Ten, X, X Clubs King, X, X	Should pass both on this and all future rounds; the hand by its first bid showed its full strength.
Spades Ace, King, X Hearts X, X, X Diamonds Ace, Knave, X, X, X Clubs X, X	Should pass; a little too weak to call two.
Spades Ace, King, X Hearts X, X Diamonds Ace, King, X, X, X Clubs X, X, X	Just strong enough to call two Diamonds.
Spades Ace, X, X Hearts X Diamonds Ace, Queen, Knave, X, X, X Clubs X, X, X	Should call two Diamonds.
Spades X Hearts None Diamonds Ace, King, X, X, X, X Clubs Queen, Knave, X, X, X, X	Should call two Clubs or three, possibly four, Diamonds.

A HAND THAT HAS BID ITS FULL STRENGTH SHOULD THEREAFTER BE SILENT

The player, considering whether to advance his own or his partner's bid, should always be sure that he has not already shown his entire strength. Suppose a Dealer start with one Heart, holding

Spades Ace, X, X
Hearts Ace, Knave, X, X, X
Diamonds X, X
Clubs X, X, X

An adversary calls one Royal, and the partner bids two Hearts; two Royals is declared by the other adversary, and the question is whether to go to three Hearts. Some players would seriously consider such action and justify it by the Ace of Spades, but without that card the original Heart should not have been declared. The full strength of the hand has been shown, and the partner knows it is at least that strong; to bid three would be to announce tricks the hand does not possess. Of course, if the holding be varied slightly; for example —

Spades Ace, X, X
Hearts Ace, Knave, X, X, X
Diamonds None
Clubs Queen, Knave, X, X, X

or

Spades Ace, X
Hearts Ace, Knave, X, X, X, X
Diamonds X
Clubs X, X, X, X

the strength not originally announced, that is in the first example the absence of Diamonds and Club assistance, in the second the extra Heart and the Diamond singleton, would thoroughly warrant a bid of three. But when the partner has already been told the full story, it is a fatal mistake to bid higher.

This error is a common one, even among good players, and is made so frequently that the advice regarding it cannot be stated with too great emphasis. Another example follows.

The Dealer bids one No Trump, holding

Spades	Ace, X
Hearts	Queen, Knave, X
Diamonds	King, Knave, X, X
Clubs	X, X, X, X

Second Hand bids two Royals, the partner two No Trumps, Third Hand three Royals. To bid three No Trumps would be most unsound; the whole story was told by the first declaration.

It often happens that a bidder who starts with two Spades feels called upon later on to aid his partner's No Trump or Royals, forgetting that the declaration he is advancing has

been based upon the strength shown by the call of two Spades and probably would never have been made without it.

The same card will not win twice and it should not be bid twice. When the entire strength of a hand has been declared, the partner knows how far the combined hands may safely venture, and the responsibility is entirely on his shoulders. A story-teller who bores his listeners by repeating his anecdotes is apt to be avoided, but he is harmless, compared with the partner who twice declares his winners.

OVERBIDDING AN ADVERSE NO TRUMPS

When the Dealer starts with one No Trump, he sometimes has the most trivial justification for so doing. A well-known expert properly described the modern border-line No Trumper when he replied to the question, "What excuse had you for bidding No Trump?" by saying, "The deal, my nerve, and my desire to worry the opponents." That even a weak No Trumper must accomplish the last-named object is beyond question. Only a mind-reader can determine

whether those three oft-recurring words, "one No Trump," have been uttered with a Samson-like hand or whether the call is one of those one-Ace and two-King holdings above defined. If it be the former, the opponents do not wish to get their fingers burned, if the latter, they do not care to allow an easy game to escape them. Unless some further bidding illumine the situation, the opponents must be very much in the dark.

The new bid of five Spades over an adverse No Trump[1] is a powerful weapon when an adversary is unusually strong, and the question of when to bid Hearts or Royals is not so hard to determine; but when to bid two Clubs or Diamonds often puzzles otherwise sound Declarers. On this subject two precepts should be borne in mind —

(1) Never, if Second Hand, bid Clubs or Diamonds with a solid suit.

(2) Never, if Second Hand, bid Clubs or Diamonds unless the holding be of a char-

[1] See pages 253 *seqq.*

acter that the Declarer does not fear such action will cause the adversaries to shift to Hearts or Royals and win a game which would have been unattainable at No Trump.

Playing Clubs or Diamonds with a love score against a No Trump declaration is not, as a rule, a productive enterprise. A game is not to be expected, and the small winning probable hardly compensates for the risk, as it must always be borne in mind that if the Club or Diamond declaration win eight or nine tricks it is not likely the No Trump could have scored game.

Practically the only case in which a Second Hand Club or Diamond declaration over a No Trump is serviceable is when it enables a partner, who would not otherwise have been able to bid, to overcall with Hearts, Royals, or even with two No Trumps. Second Hand Clubs or Diamonds should, therefore, only be announced with a hand which will be helpful for other declarations. This comment, of course,

does not apply to freak hands which are of necessity a law unto themselves.

The Fourth Hand situation is very different. Here the question of commanding that a certain suit be led is the most important part of the bid, and many Club and Diamond holdings, which it would be an Auction crime for the Second Hand to declare, must be called by the Fourth.

A few examples will illustrate this.

EXAMPLES OF DIAMOND AND CLUB HANDS, AN ADVERSARY HAVING BID ONE NO TRUMP

Spades	X, X	Two Clubs should not be bid by the Second Hand, as game can almost surely be saved and opponent probably defeated by keeping quiet. The Fourth Hand, however, must make the bid to get the lead.
Hearts	X, X	
Diamonds	X, X, X	
Clubs	Ace, King, Queen, X, X, X	
Spades	X, X	Two Clubs should not be bid by Second Hand for fear it produce an adverse two Royals or Hearts, but the Fourth Hand must make the call for the lead, so that the Ace of Diamonds will prove a reëntry, and not be taken out before the establishment of the Club suit.
Hearts	X, X	
Diamonds	Ace, X, X	
Clubs	King, Queen, Knave, X, X, X	
Spades	King, Knave, X, X	Two Diamonds should be bid by the Fourth Hand and also by the Second Hand unless he be playing the Spade bids. (See pages 253–58.)
Hearts,	Ace, Knave, X	
Diamonds	Queen, Knave, Ten, X, X	
Clubs	Knave	

Spades	Ace, X, X, X	A sound two Diamonds bid for either the Second or Fourth Hand.
Hearts	King, X, X, X	
Diamonds	Ace, King, X, X, X	
Clubs	None	

TWO HEARTS OR ROYALS OVER ADVERSE NO TRUMP

Most players know about when to call Royals or Hearts over an adverse No Trump and when to let the bid stand, but a few examples will make the situation clear for any who may be in doubt. The Second Hand should have at least six sure tricks to bid; the advantage of obtaining a desired lead may justify the Fourth in making the call with but five.

Spades	Ace, Queen, X, X, X	Either hand should pass.
Hearts	Queen, X	
Diamonds	Knave, X, X	
Clubs	X, X, X	
Spades	Ace, Queen, Knave, X, X	A close case for the Second Hand, but a bid for the Fourth.
Hearts	X, X	
Diamonds	Ace, X, X	
Clubs	Queen, X, X	
Spades	King, Knave, Ten, X, X	Second Hand should pass, but this holding comes very near being a bid for the Fourth Hand.
Hearts	X, X, X	
Diamonds	Ace, X, X	
Clubs	X, X	
Spades	Ace, King, Queen, X	Should pass.
Hearts	X, X, X	
Diamonds	King, X, X	
Clubs	X, X, X	

Spades	Queen, X, X	Either hand should bid.
Hearts	Queen, Knave, Ten, X, X, X	
Diamonds	X	
Clubs	Ace, King, X	

Spades	X	The Second Hand should not bid, but
Hearts	Queen, Knave, Ten, X, X	the Fourth would be justified in so
Diamonds	Ace, King, X, X	doing.
Clubs	X, X, X	

Spades	King, Queen, Knave, X, X, X	The Second Hand should bid four Royals to shut out Hearts; not necessary for the Fourth Hand to go so high, Third Hand having passed; but even the Fourth had better bid three.
Hearts	None	
Diamonds	X	
Clubs	Ace, Queen, Knave, X, X, X	

THE VALUE OF A GAME

At times the Auction player is placed in the pleasing situation in which he is confident that he can either defeat the adverse declaration or by overbidding it can win the game. The question then arises whether the game is worth more than the bonus the double will produce.

At other times the situation reverses itself, and the player feels confident that his opponents will go game with their bid, and that he cannot make good his contract should he overcall. The question in that case is whether, in

order to save the game, it is worth while to take a chance and do a little flag-flying.[1]

In order to answer these questions satisfactorily, every player should be thoroughly familiar with the exact value of a game, so that he can accurately estimate how much he is giving up if, in the first case, he decide to double the adverse bid, or how much he is saving if, in the second situation, he determine to bid higher than he believes his cards warrant.

It is really remarkable that, in spite of all that has been written on this subject, many players are still so vague in their ideas of just how much a game is worth.

The most simple and yet most accurate method of impressing this valuation upon the mind is to suppose that chips are being used instead of a score-card, and that at the beginning of a rubber each side puts 250 chips into a pool, making a total of 500 which is to become the property of the winners of the rubber.

Before a player looks at his cards for the first deal, the interest of his side is, of course, one

[1] See *Auction of To-Day*, pages 139–42.

half of the pool, or 250. When a pair lose the first game, their chance of winning the pool is one in four; that is, they have an even chance (one out of two) of winning the next game, but that only gives them an even chance (one out of two once more) of winning the rubber; so the partners who have lost the first game have but one chance in four of winning the pool, and their interest therein is 125.

Conversely, the players who take the first game have three chances out of four of winning the rubber, and their interest in the pool at that time is 375. This, of course, means that the interest of the winners has increased 125, that of the losers decreased 125, by reason of the outcome of the first game.

Should the losers of the first game win the second, their interest would move up from one in four to two in four, or from 125 to 250, a gain of 125; and the interest of the players who won the first game and lost the second would be similarly decreased, 375 to 250, once more a difference of 125.

By losing the second game, the interest of

the players who lost the first is decreased, from 125 to zero, and that of the winners is increased, from 375 to 500; so it becomes apparent that no matter from what angle the proposition be viewed, the first and second games are each worth exactly the same, namely, 125.

As a third game is played only when each side has won one, and when the interest of each side in the pool is consequently 250 (it being once more an equal chance), the winners of the third game increase their interest in the pool from 250 to 500, or a gain of 250, and the losers' drops from 250 to zero, or a loss of 250; which conclusively fixes the value of the third game at twice the amount of either the first two, or 250.

To these respective game values of 125 and 250 must be added the trick and honor scores of the side that scores game; these may be roughly approximated at a very conservative figure, say, 60.

The conclusion, therefore, becomes obvious: —

It is not wise to double, instead of winning the

first or second game, unless the double win 200, which will net a gain of, say, 15 points.

It is not wise to double, instead of winning the third game, unless the double win 400, which will net a gain of, say, 90 points.

It is wise to lose 100 instead of allowing the adversaries to win either the first or second game, the net gain by this operation being, say, 85 points.

It is wise to lose 300 instead of allowing the adversaries to win the third game, the net gain by so doing being approximately 10 points.

It must also be noted that the above computation does not include honors, which may be scored by the side that goes down.

These figures should be remembered and given due consideration whenever either of these cases occurs in actual play; but while the mathematical part of the proposition as given above is unquestionably sound, there are one or two points regarding which the player must be positively convinced before he refuse a profitable double or offer a flag-flying sacrifice.

These points are: —

(*a*) Before giving up a double the Declarer should be sure—

(1) That it will not net more than he anticipates.

(2) That game is sure in the declaration he is making.

(*b*) Before starting the flag-flying he should be sure—

(1) That it will not cost more than he estimates the sacrifice to be worth.

(2) That the adversaries will positively go game unless overcalled.

It is obviously as foolish to be set 100 or 200, to keep the opponents from making some such score as 24 with 32 honors, or 27 with 36 honors, as it is to give up a double worth several hundred merely to fall a trick short of game; or worse still, to fail by one to fulfill the contract.

Of course, it will be understood that the figures given above, while wise to follow in the long run, are far from being infallible in every case.

Suppose, for example, during the third game of a rubber, a player detect an adversary in the most flagrant kind of flag-flying and double instead of taking in the rubber.

Let us further suppose that the scores of the first two games exactly balance, and that the score the doubler would have made had he advanced his bid would have been 50 and 30. Had he done this his rubber would, of course, have been 330 points. He, however, doubles four Hearts and gets 500, less 16 honors, or a net of 484. This, on the basis of the figures above given, is a most excellent operation, as in the long run it will gain about 174 points. In this particular case, however, let us suppose that on the next hand the other side go out with a score of 50 and 30. That would leave the doubler with a rubber score of only 154 instead of 330, or a loss of 176 by a double that won 500.

It is the long run, however, not any particular case, that should be considered. If the doubler be fortunate enough to hold the 50–30 hand, his score for the rubber will be 814, or a gain of 484. In other words, he stands to win 484

or lose 176, and it is an even chance which will happen.

To follow the above figures, whenever the position of the cards is marked so clearly that the Declarer can accurately diagnose the situation, is sure in the end to prove most advantageous.

SOME EXAMPLES OF SOUND AND UNSOUND BIDDING

In concluding the consideration of questions of declaration a number of deals are reproduced as they were bid in actual play. The Declarers of all these hands rank in the expert class, and as in some instances the declarations made show serious errors of judgment, the inference may be drawn that at the table, because of the excitement incident to the bidding, some players of reputation do not follow the recognized principles of declaration of which they thoroughly approve. Many instances of clever bidding will be noticed, so it is believed that these excerpts from real play will fully repay careful examination. Each of the hands illustrates some principle of declaration well worthy of consideration.

No. 1

The Hands



The Bidding

	South	West	North	East
Round 1	1 Royal	Pass	2 Clubs	2 Diamonds
2	2 Royals	Double	3 Clubs	3 Diamonds
3	Pass	Pass	3 No Trumps	Double
4	4 Hearts	Pass	4 No Trumps	Double
5	Pass	Pass	Redouble	Pass
6	Pass	Pass		

Three No Trumps are all that North and South can make against sound play.

COMMENT ON THE BIDDING

The bids of North, Round 1; South, West, and North, Round 2; South, Round 3; and North, Rounds 4 and 5, are all subject to criticism. North, Round 1, should call No Trump. If too timid for that, he should at least show his unusual strength by bidding three Clubs.

Round 2. As North has shown weakness in Royals, South should not continue that suit, but should try to hit his partner's hand with two Hearts. West's double is an effort at suicide from which he is considerately rescued by North. In this connection it may be mentioned that the old-style double to show the suit stopped (a double that the partner is expected to take out) is no longer made. Now, when a player doubles, he expects to defeat the declaration and asks his partner to let him alone. Two Royals doubled, if properly played, would produce 72 and 168, but North, even with unusual strength, cannot contain himself; when his partner is doubled, he

consequently abandons a most advantageous position.

Round 3. It is not yet too late for South to show his Hearts, but he possibly fears that three Hearts would merely induce his partner to bid higher in Clubs.

Round 4. South's bid is natural, but is another example of the disadvantage of taking the partner out of a double, as the contract would have been made. North's return to No Trumps shows that he fails to appreciate the warning he has received, his redouble on the next round is not justified by the situation.

Had the hand been normally declared, the outcome would have been as follows:—

The Bidding

	South	West	North	East
Round 1	1 Royal	Pass	1 No Trump	2 Diamonds
2	2 Hearts	Pass	Pass	3 Diamonds
3	Pass	Pass	3 Hearts	Pass
4	Pass	Pass		

North and South make a Small Slam in Hearts.

COMMENT ON THE BIDDING

Round 1. South starts with one Royal instead of two, because he wishes to leave the way open to show his Hearts if his partner decline to assist his Royals.

Round 2. South's bid is unquestionably correct. North, with but one stopper in the adverse suit and the suggestion from South that a suit be trump, is right in not going back to No Trump; by passing, he shows that he prefers Hearts to Royals.

Round 3. South having shown his hand, now wisely refers to North the question of what to do. North, with but a single trick in Diamonds, does not think it wise to double or to continue the No Trump, his partner has requested that one of the major suits be the trump, and he consequently advances the Heart, in which he has three cards, in preference to the Royal, in which he has two.

No. 2

The Hands



The Bidding

	South	West	North	East
Round 1	2 Hearts	2 Royals	Double	Pass
2	3 Clubs	2 No Trump	Double	3 Diamonds
3	Pass	Pass	Double	Pass
4	Pass	Pass		

COMMENT ON THE BIDDING

Round 1. South's first bid is inexcusable. An original call of two Hearts announces high long Hearts and six sure tricks with Hearts

trump. In this hand the bidder may not have more than one trick, — two is a fair estimate,— so on that score he deceives his partner by four tricks. The high cards he announces are all absent, so that part of his call is one hundred per cent deception. The other bidding in the first round is sound.

Round 2. South's second bid is doubtless an effort to indicate to the partner a fear that the double has been based upon the alleged strength of the initial bid and to convey the information that the first bid was misleading. It might have been much wiser for South to have reasoned that West may have forced his bid a little realizing that South's original effort was intended to shut out Royals. On this basis South might have concluded that North probably had the goods. The situation exemplifies the trouble that may be produced by a false start.

West's No Trump is most unwise; it can do no harm to allow three Clubs to stand; it may cost three or four hundred to bid again, and a game is obviously impossible.

It is but natural for North to suppose that

South's Club bid is due to weakness in Spades and a desire to show a two-suit hand. The double is thereupon perfectly sound.

East is practically in the well-recognised position of the player with a "bust" who is obliged to call two of a suit, in which he holds five small cards, over his partner's No Trump, on the theory that he cannot take a trick for the No Trump, but may take two or more with the suit, a gain of at least one, as the commitment is increased but one. This situation is in theory the same, with this additional reasoning that, the adversaries having shown the other three suits, the partner must have some Diamonds. With so weak a hand it takes nerve to bid three, but the result is an argument in favor of the "Auction of To-Day" doctrine that a player with a five-card suit is never too weak to take his partner out of a No Trump.

North's double is perhaps bold, but he is satisfied that East's take-out is from weakness, and he is still the victim of his partner's deception.

The bidding of East, Rounds 1 and 2, is a sound example of how to treat a partner who is doubled. Round 1, East cannot help the Royal declaration, but there is apparently a much better chance of escaping with small loss in that suit than there would be should East jump wildly into three Diamonds. It is only when the partner cannot be aided and the fulfillment of the new contract is possible, that the double should be taken out. The take-out by East, Round 2, complies with both of these requirements.

The Play

	South	West	North	East
Trick	(Leader)	(Dummy)		(Declarer)
1	2 **Spades**	Ace Spades*	3 Spades	7 Spades
2	Knave Diamonds*	4 **Diamonds**	2 Diamonds	8 Diamonds
3	10 **Hearts**	King Hearts*	Knave Hearts	3 Hearts
4	Queen Diamonds	5 **Diamonds**	Ace Diamonds*	3 Diamonds

* This card wins the trick.

East (the Declarer) now places his hand on the table, concedes one Spade and one Club, and claims the remainder of the tricks. These seven tricks, with the two already won, fulfill the contract, and, as it was doubled, win the game.

No. 3

The Dealer (South) holds

Spades	Ace
Hearts	Ace, X, X, X, X
Diamonds	King, X, X, X
Clubs	Ace, Queen, Knave

The partner (North) holds

Spades	Ten, 9, X, X, X, X
Hearts	None
Diamonds	X
Clubs	King, Ten, 9, X, X, X

The Bidding

	South	West	North	East
Round 1	1 No Trump	2 Hearts	2 Royals	3 Hearts
2	Double	Pass	4 Clubs	Pass
3	3 No Trumps	Pass	Pass	Pass

North and South make two No Trumps (down one); they could have made a Grand Slam in Clubs.

COMMENT ON THE BIDDING

Round 1. North's bid is not a take-out, it therefore apparently shows strength, and consequently is apt to deceive. It however is forced with a hand of this character, as game in Royals is quite possible.

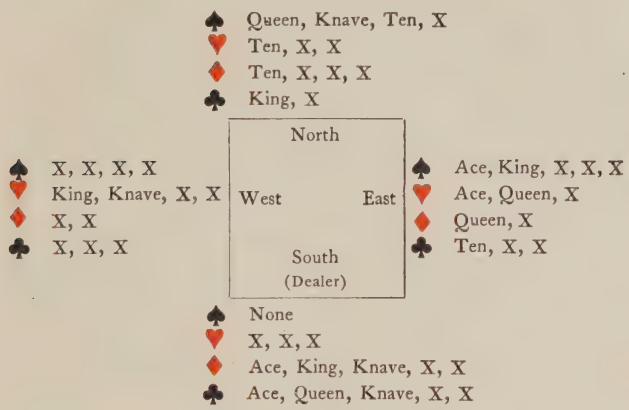
Round 2. South's double is sound, but North, with his freak hand and his knowledge that his

first bid must have proved misleading, cannot allow it to stand. His bid of 4 Clubs says, "Partner, I cannot help you in Hearts or No Trump, as I have two long weak suits. Take your choice between Clubs and Royals; if you prefer the Royals overbid my 4 Clubs with 3 Royals."

Round 3. South fails to catch the full significance of this declaration. He forgets that North knows from the double that the Hearts are well taken care of and that by taking out such a double with Clubs North is showing something unusual. South does not grasp the real meaning of the message, which says, "My Spades, though long, are weak," and he merely reasons, "I have the Ace of Hearts, the Diamonds stopped, the Ace of one of my partner's suits, and the Ace, Queen, Knave of the other. Of course, I must go back to No Trump and try for game." At least nine out of every ten good players would probably make the same bid, only the careful, thoughtful Declarer, one who always considers the full meaning of his partner's declaration, would accurately translate such a message and benefit accordingly.

No. 4

The Hands



The Bidding

	South	West	North	East
Round 1	1 Diamond	Pass	Pass	1 Royal
2	2 Clubs	Pass	2 Diamonds	2 Royals
3	3 Diamonds	Pass *	Pass	Pass

North and South should make a Grand Slam in Diamonds. East and West could save the game by taking in three rounds of Hearts, but there is nothing to indicate this and to justify a Heart opening. With Spades led originally the result should be a Grand Slam.

* It would be quite bold for West to bid three Royals, as he has five losing cards and it is doubtful whether he has two tricks ; but even if he risk it the result is not altered, as South will call four Diamonds.

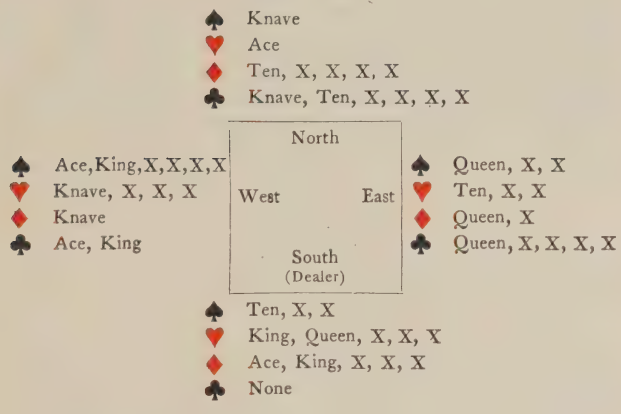
The above bidding, which is unquestionably sound, illustrates the modern development in declaring two-suit hands. Formerly the importance of showing both suits and giving the partner his choice between the two was not generally recognized, and players were told when choosing between two suits to pick the lower, so that in the event of a double there could be an easy escape. Now it is realized that a bid of one is not doubled, and that with a hand of this character such a double would be the greatest favor a Declarer could receive from his adversary.

By bidding first the higher valued suit and next two of the lower, the partner is clearly given the chance to say which he prefers without increasing the contract. This is shown by North's position, Round 2, and the opportunity afforded him to indicate his preference for Diamonds rather than Clubs, which enables South to continue the suit in which he knows his partner is the stronger. Of course, North's bid, Round 2, does not show strength, merely a preference ; but South is strong enough to make three without much help.

Another example of how a two-suit hand should be declared follows: —

No. 5

The Hands



The Bidding

	South (Dealer)	West	North	East
Round 1	1 Heart	1 Royal *	Pass	Pass
2	2 Diamonds	2 Royals	3 Diamonds	Pass
3	Pass	3 Royals	4 Diamonds	Pass
4	Pass	Pass		

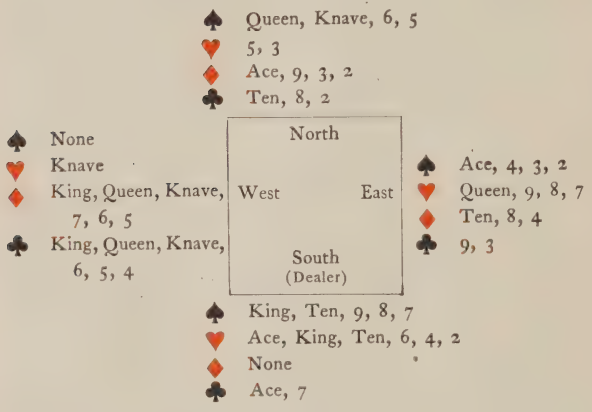
North and South make at least a Small Slam.

* West does not bid two or three Royals as with strong Clubs and four Hearts he is willing the Hearts should be advanced; the shift to Diamonds shows that at times a preëmption call is advantageous even when strong in both major suits.

The theory of the bidding is the same as in the last hand. The higher valued suit is named first and the partner given his choice. In this case North has not the strength sufficient to advance the Heart call, but the moment South bids Diamonds he is able to become an important factor in the declaration.

No. 6

The Hands



The Bidding

	South	West	North	East
Round 1	1 Heart	2 Diamonds	Pass	Pass
2	2 Royals	3 Clubs	3 Royals	3 No Trumps
3	Double	Pass	Pass	Pass

The play did not develop any situation of unusual interest. South opened Spades; East held up his Ace; South won the second trick, and led the King of Hearts, after which he continued the Spades. When East won with the Ace of Spades, he led a Diamond, which North won, and led a Heart. North and South won four Spades, three Hearts, one Club, and one Diamond, a total of nine tricks, and consequently scored a bonus of 500, plus 30 for Aces.

COMMENT ON THE BIDDING

The bidding, in spite of the remarkable result, is sound up to a certain point. South's original declaration is correct. Even had he been using the five Spade bid[1] to show both Royals and Hearts, this would not have been a place to employ that call, as South is not in doubt between two suits, his Hearts being much stronger than his Spades. For the same reason he dare not start with one Royal, the higher valued suit, as he is so strong he may be left in, a sad occurrence with such a hand should the partner be able to assist the Hearts but not the Royals.

[1] See pages 240–46.

West's selection of Diamonds before Clubs is sound, as it is the higher valued suit. North is not strong enough to help the Heart call. South, finding that his partner cannot aid Hearts, next tries him with Royals, and West properly completes his showing of his second suit. North should and does raise the Royals, and then comes the first mistake. East, thinking his partner must have solid suits, goes to three No Trumps, as he has both adverse suits stopped. The assumption is not warranted, and he is too weak to make so high a call.

South now has a declaration requiring some thought. Game in Royals looks most probable, but the double appears even more attractive. The danger of the double is that it will be taken out with five Diamonds, but if that happen South can bid four Royals, and the return from the No Trump penalty, unless there be a double, does not promise to be sufficient to warrant giving up for it such a promising chance for game.

West probably should have reasoned out the situation and called five Clubs, giving East a chance to elect between that bid and five Dia-

monds. East was also afforded an opportunity to escape. West apparently thought East, who had made the bid, should decide, and East evidently thought, when West passed, he must prefer the No Trump.

The hand is an interesting example of the possibilities of Auction. In either Clubs or Diamonds, if North open a Spade, as he doubtless will, East and West can win eleven tricks. North and South are sure of game in Royals.

No. 7

The Hands



Score — Love all. First Game

The Bidding

	South	West	North	East
Round 1	1 Spade	1 Heart	1 Royal	3 Hearts
2	3 Royals	Pass	Pass	4 Hearts
3	Pass	Pass	Double	Pass
4	4 Royals	Pass	Pass	Pass

North and South make 5 Royals.
East and West could make 5 Hearts.

COMMENT ON THE BIDDING

Round 1. South's bid is unquestionably correct, but that made by West is quite doubtful. The hand does not contain the high-card strength to justify an initial suit bid. The blank suit of Diamonds, while a material help for an assisting hand, is not nearly so great an element of strength for a making hand.

North's hand is too strong to bid two Royals, but East wishes to shut out other bidding, and therefore bids three Hearts. When a preëmptive bid is advisable, it is a mistake not to make it as high as the hand justifies; East should have bid four Hearts instead of three.

Round 2. South's hand must help his part-

ner's make, and while he would sooner not have been obliged to advance it more than one, his action is thoroughly warranted.

East's advance is quite sound, and shows that he should have called four on the preceding round.

Round 3. North, with a trump trick, two other Aces, three other Kings, and an assisting partner, naturally doubles.

East does not redouble, as he fears that so doing will force one of his opponents back to Royals.

South realizes that North may count on him for one or more tricks, and that, while he can produce them with Spades trump, he is worthless with a Heart declaration.

The fact that South is without Hearts would not be a sufficient reason for taking his partner out, provided he could help; but with a hand of this character his action is eminently correct as the result proves.

Round 4. East is doubtless sorely tempted to bid five Hearts, but evidently considers it too rash. It is a close question, and would probably be wise with a reliable partner on the rubber game.

PART III

PART III[1]

THE PLAY

It is now generally conceded that in Auction the declaration is more important than the play.[2] The recognition of this fact does not mean, that after the declaration the player is not afforded as many opportunities for the display of his ability as were accorded to the Bridge expert; but merely that the comparative value of skill in declaring is much greater in the game of to-day than it was when its predecessor held the center of the stage.

The transformation of Bridge into Auction has left the play almost the same, the only difference being that in a certain percentage of deals the declaration now gives information that in the older game was unobtainable.

In some cases this simplifies the play; in

[1] Beginners and moderate players should not take up this Part until they are thoroughly familiar with Part IX.

[2] See *Auction of To-Day*, pages 1–2.

others it makes possible the drawing of elaborate inferences (which could never have been evolved from the limited Bridge declaration), and therefore affords more scope for brilliancy.

If it be admitted that there is little difference between the extent of the opportunity afforded the player of Bridge and Auction, it must be conceded that the increased values of the new game place an additional premium upon sound play. In Auction as in Bridge it is the exceptional deal in which the expert, playing the combined hands, does not manœuvre with such skill that he secures at least one more trick than the average player would gather with the same cards. Of course, between the expert and the poor player there is a difference so great that it is impossible to accurately estimate just what its limitation may be.

The play of the opponents of the Declarer is almost as important, and when it is remembered that one trick frequently decides whether or not a contract be fulfilled, it will be realized that skill in handling the cards is a vital feature of the game. Suppose rubber game, the decla-

ration be four Royals redoubled, and that the contract be obtainable, but be lost by the Declarer allowing one trick to escape. The immediate difference in that case between making four Royals, and falling one trick short is 444 points. Should the opponents go game on the next deal, the 444 would be increased by 500, plus the amount scored for tricks and honors, or in round figures the failure to win that one trick would cost 1000 points.

It becomes evident, therefore, that the up-to-date Auction player cannot rest satisfied with being merely a sound Declarer; he must also be able to get every trick his cards make possible.

It is quite true that the best way to handle intricate end situations, which never appear twice in exactly the same form, cannot be suggested in print; each one must be worked out when it occurs. There are, however, situations of more or less frequent occurrence which some may class as elementary and yet which prove often so confusing that they are mismanaged by players of more than ordinary ability.

This may be because those who err have never had a practical demonstration of these propositions put before them. An effort is made in the following pages to reproduce situations of this character.

Twelve examples of sound play are given, the student may find it good practice in each case to lay out the fifty-two cards, and, before reading the "play" or "comment," to make up his mind which card each hand should play to each trick. A subsequent comparison with the play as given is sure to be at least interesting.[1]

In the examples which follow, South is always the Dealer and consequently the first to declare. The card led in every case is designated by being printed in heavy-face type; the card that wins the trick is marked by an asterisk.

[1] This can be most readily accomplished by preserving the cards played as in Duplicate (see pages 378–80); parties or classes of four can manage this most advantageously.

EXAMPLES OF PLAY

No. 1

The Hands

North
♠ Ace, 5, 4, 3
♥ Ace, 8, 7, 6
♦ Ten, 9, 8
♣ 3, 2

West
♠ 9, 8, 7, 6
♥ 4, 3
♦ King, Knave, 5, 3, 2
♣ King, 5

East
♠ Knave, Ten
♥ King, 5, 2
♦ Queen, 4
♣ Ten, 9, 8, 7, 6, 4

South (Dealer)
♠ King, Queen, 2
♥ Queen, Knave, Ten, 9
♦ Ace, 7, 6
♣ Ace, Queen, Knave

Score — Love all. Rubber Game. The Dealer holds the declaration with one No Trump.

The Play

Tr.	West (Leader)	North (Dummy)	East	South (Declarer)
1	**3 Diamonds**	8 Diamonds	Queen Diamonds*	7 Diamonds
2	Kn. Diamonds*	9 Diamonds	**4 Diamonds**	6 Diamonds
3	**2 Diamonds**	10 Diamonds	2 Hearts	Ace Diamonds*
4	3 Hearts	6 Hearts	King Hearts*	**Qu. Hearts**
5	5 Clubs	2 Clubs	**4 Clubs**	Ace Clubs*
6	4 Hearts	7 Hearts	5 Hearts	**Kn. Hearts***
7	King Diamonds	8 Hearts	6 Clubs	**10 Hearts***
8	6 Spades	Ace Hearts*	7 Clubs	**9 Hearts**
9	7 Spades	**3 Spades**	10 Spades	King Spades*
10	8 Spades	4 Spades	Knave Spades	**Qu. Spades***
11	9 Spades	Ace Spades*	8 Clubs	**2 Spades**
12	5 Diamonds	**5 Spades***	9 Clubs	Queen Clubs.
13	King Clubs*	**3 Clubs**	10 Clubs	Knave Clubs

* This card wins the trick.

Tricks won — North and South, 9 ; East and West, 4.

COMMENT ON THE PLAY

Trick 1. South does not win this trick, as he wishes to exhaust the Diamonds in East's hand before he gives up command of West's suit. The play of the 7 instead of the 6 in this case is immaterial, but it is always sound tactics for the Declarer, even with apparently unimportant cards, to do all in his power to confuse his opponents.

Trick 2. Were the Declarer able to place the 2 of Diamonds with West he should win this trick, but as West may have opened a four-card

suit, East may have the card in question, and South must wait until sure that East's Diamonds are exhausted.

Trick 4. Many thoughtless players would lead Spades before Hearts. It is a common but serious error to select a suit, consisting of four cards in one hand and three in the other, which contains the Ace, King, Queen, but not the Knave,[1] in preference to a suit that is not established. As the chances are approximately but one in three that the Ace, King, Queen suit is evenly divided, the odds are two to one that leading it will cost a Trick. It is impossible for this lead to gain unless the adversaries have such strength that the Declarer may be obliged to discard winners before again obtaining the lead.

Trick 5. East, anxious to place his partner in the lead so that game may be saved, leads the card most apt to induce South to figure that there is a high Club in the leader's hand. South, however, reasons that he cannot at this time afford to risk a finesse. Should he chance it and lose, the game cannot be won, as West has two

[1] See *Auction of To-Day*, page 192.

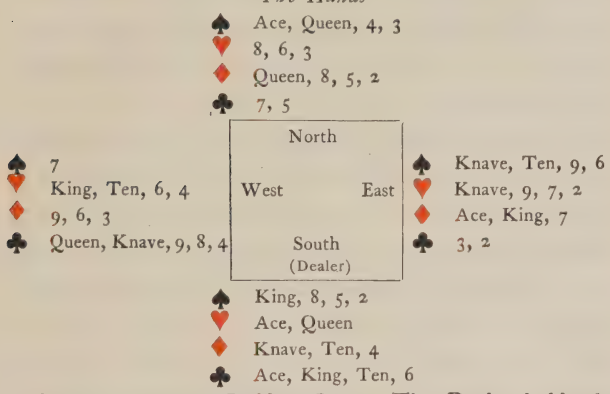
established Diamonds. If the King of Clubs be with East, the game is assured, and the trick lost by not taking the finesse is immaterial. If the King be with West, the discards which must be forced by the Hearts are almost sure to produce the desired result.

Trick 7. West vainly attempts to keep his four Spades, his winning Club and one Diamond. The play of the King is merely an effort to deceive the adversary should he be forgetful.

Trick 8. West must now either part with his last Diamond, a Spade, or his King of Clubs. At best it is a guess; the Spade possibly seems the least dangerous, as East may have that suit stopped. As the cards are, West is helpless: if he play the Diamond, the Declarer will at once lead a Club; if he discard the high Club, he materially simplifies the situation for South; with one Spade discarded, the Declarer can make four tricks in that suit; had he tried to do this earlier he could not have won the game, as West under those conditions, when forced to discard, could have safely parted with both Diamonds, retaining his winning Spade and Club.

No. 2

The Hands



Score — 10–24. Rubber Game. The Dealer holds the declaration with one No Trump.

The Play

Tr.	West (Leader)	North (Dummy)	East	South (Dealer)
1	**Queen Clubs**	5 Clubs	2 Clubs	Ace Clubs*
2	3 Diamonds	2 Diamonds	King Diamonds*	**10 Diamonds**
3	8 Clubs*	7 Clubs	**3 Clubs**	6 Clubs
4	**7 Spades**	Ace Spades*	6 Spades	5 Spades
5	6 Diamonds	**5 Diamonds**	7 Diamonds	Kn. Diamonds*
6	4 Clubs	3 Spades	9 Spades	**King Spades***
7	9 Diamonds	Qn. Diamonds	Ace Diamonds*	**4 Diamonds**
8	King Hearts*	3 Hearts	**2 Hearts**	Queen Hearts
9	**4 Hearts**	6 Hearts	Knave Hearts	Ace Hearts*
10	9 Clubs	8 Hearts	7 Hearts	**King Clubs***
11	6 Hearts	Queen Spades*	10 Spades	**2 Spades**
12	Knave Clubs	**8 Diamonds***	9 Hearts	8 Spades
13	10 Hearts	**4 Spades**	Knave Spades*	10 Clubs

Tricks won — North and South, 8; East and West, 5.

COMMENT ON THE PLAY

Trick 2. South is now placed in a position in which it is quite doubtful whether he should lead Diamonds or Spades.

It goes without saying that as a general proposition the remarks made in the comment following Example No. 1, upon the lead of an Ace, King, Queen suit, do not apply with as much force when the Declarer and the Dummy each have four cards as is the case when one has four, the other three. With a total holding of seven cards the chances are approximately two to one that the suit is not evenly divided (i.e., three hands with three cards each, one with four), and consequently leading three rounds twice in every three times results in the establishment of the fourth trick for the adversaries instead of for the leader.

When the total holding is eight, each hand having four, the odds swing in the opposite direction and it is approximately two to one that there are not four cards of the suit in either adverse hand. Leading it forces more

adverse discards and, even if one adversary hold four cards, the situation is bound to develop on the second round before an adverse trick has been established.

In spite, however, of this very distinct difference between the two situations there is nothing to be gained in most instances by exposing the strength of the eight-card holding until the adversaries have some other suit established, but in the present case there is a special reason for leading the Spade. If it run for four rounds, it must force some troublesome discards; if not, West is almost surely the adversary who has but one Spade. Taking that Spade from his hand will force him, should he get in, to lead up to a Club or Heart tenace or to help the establishment of the Diamonds. As the situation appears to be interesting, the result of both plays is shown. In the above example South tries the Diamond before the Spade.

Trick 4. West should not lead Clubs up to South's marked tenace; he does not wish to lead from a King up to a No Trump Declarer and naturally considers the Spade his safest play.

The Declarer wins in Dummy because it is always advisable, when practical, to keep one winning card of a suit in each hand.

Trick 6. South fears that the adverse Diamonds may be in one hand, so now tries the Spades.

Trick 7. The Spade suit proving impossible to establish, South's only chance to win game is to get an even break in Diamonds.

It is interesting to note how the play would be varied if at Trick 2 South led the Spade instead of the Diamond.

Tr.	West (Leader)	North (Dummy)	East	South (Declarer)
1	**Queen Clubs**	5 Clubs	2 Clubs	Ace Clubs*
2	7 Spades	Ace Spades*	6 Spades	**5 Spades**
3	3 Diamonds	**3 Spades**	9 Spades	King Spades*
4	6 Diamonds	2 Diamonds	King Diamonds*	**10 Diamonds**
5	9 Diamonds	4 Spades	**Kn. Spades***	2 Spades
6	4 Clubs	Queen Spades*	**10 Spades**	8 Spades
7	4 Hearts	**5 Diamonds**	7 Diamonds	Knave Diamonds*
8	8 Clubs*	7 Clubs	3 Clubs	**6 Clubs**

West is now obliged to lead up to South's Hearts or Clubs, and North and South win 8 tricks.

COMMENT ON THE PLAY

The only serious proposition that presents itself is East's lead at Trick 5: he can read that

the Declarer is trying to make the thirteenth Diamond in the Dummy; by leading Spades he can probably prevent this, insure a Spade trick, and eventually lead the Club. The Club, however, may be much better, and there is a good chance that the Heart is the best of all. It is a most trying situation, one in which a player must make what seems the most logical choice.

Trick 8. South's placing of the lead is sound Auction.

Should East lead the Club at Trick 5, the play would be as follows:—

Tr.	West (Leader)	North (Dummy)	East	South (Declarer)
1	**Queen Clubs**	5 Clubs	2 Clubs	Ace Clubs*
2	7 Spades	Ace Spades*	6 Spades	**5 Spades**
3	3 Diamonds	**3 Spades**	9 Spades	King Spades*
4	6 Diamonds	2 Diamonds	King Diamonds*	**10 Diamonds**
5	8 Clubs*	7 Clubs	**3 Clubs**	6 Clubs
6	**9 Diamonds**	5 Diamonds	7 Diamonds	Knave Diamonds*
7	4 Clubs	8 Diamonds	Ace Diamonds*	**4 Diamonds**
8	King Hearts*	3 Hearts	**2 Hearts**	Queen Hearts
9	**6 Hearts**	6 Hearts	Knave Hearts	Ace Hearts*

North and South make three more tricks (a Club, a Spade, and a Diamond), winning 8 tricks.

Should East lead the Heart at Trick 5, the play would be varied as follows (Tricks 1 to 4 inclusive same as in the last play):—

Tr.	West	North	East	South
5	King Hearts*	3 Hearts	**2 Hearts**	Queen Hearts
6	**4 Hearts***	6 Hearts	Knave Hearts	Ace Hearts*
7	9 Diamonds	5 Diamonds	7 Diamonds	**Kn. Diamonds***
8	4 Clubs	8 Diamonds	Ace Diamonds*	**4 Diamonds**

East and West win two Hearts; North and South one Club, one Spade, and one Diamond. Total, North and South, 8; East and West, 5.

This deal is quite unique in that it produces the same result in every one of the above variations of play. It shows that quite a number of questions of judgment may arise in playing one deal, but it is most exceptional that such distinct alterations in the management of the hands should all result in the same score.

No. 3

The Hands



Score — Love all. First Game. South bids one No Trump and holds the declaration.

The Play

Tr.	West (Leader)	North (Dummy)	East	South (Declarer)
1	**Kn. Spades**	5 Spades	King Spades	Ace Spades*
2	6 Clubs	2 Clubs	King Clubs*	**10 Clubs**
3	2 Spades	6 Spades	**9 Spades***	4 Spades
4	8 Spades	9 Diamonds	**7 Spades**	Queen Spades*
5	8 Clubs	9 Clubs	Ace Clubs*	**5 Clubs**
6	7 Diamonds	Kn. Diamonds	**5 Diamonds**	Ace Diamonds*
7	2 Diamonds	4 Clubs	3 Spades	**Qu. Clubs***
8	10 Spades	Knave Clubs*	3 Diamonds	**3 Clubs**
9	3 Hearts	**7 Clubs***	6 Diamonds	4 Diamonds
10	4 Hearts	**5 Hearts**	8 Hearts	King Hearts*
11	9 Hearts	6 Hearts	10 Hearts	**Qu. Hearts***
12	Knave Hearts	Ace Hearts*	8 Diamonds	**2 Hearts**
13	King Diamonds	**7 Hearts***	10 Diamonds	Queen Diamonds

Tricks won — North and South, 10; East and West, 3.

COMMENT ON THE PLAY

This is another example of the Ace, King, Queen suit, with four cards in one hand and three in the other. If South attempt to establish Hearts before Clubs, he will not go game. Another point to be noticed is East's lead at Trick 6. He can, of course, make a Spade, but he needs two tricks to save game. He must not force West to lead Diamonds up to the Declarer. In the end the Diamond lead costs a trick, but it is sound play nevertheless.

Should the Declarer attempt to run his Hearts before establishing his Clubs the play would be as follows:—

	West (Leader)	North (Dummy)	East	South (Declarer)
Trick 1	**Kn. Spades**	5 Spades	King Spades	Ace Spades*
2	3 Hearts	5 Hearts	8 Hearts	**King Hearts***
3	4 Hearts	6 Hearts	10 Hearts	**Qu. Hearts***
4	9 Hearts	Ace Hearts*	3 Diamonds	**2 Hearts**
5	6 Clubs	**2 Clubs**	King Clubs*	5 Clubs
6	2 Spades	6 Spades	**9 Spades***	4 Spades
7	8 Spades	9 Diamonds	**7 Spades**	Queen Spades*
8	8 Clubs	4 Clubs	Ace Clubs*	**10 Clubs**
9	10 Spades*	7 Hearts	**3 Spades**	4 Diamonds
10	Knave Hearts*	7 Clubs	5 Diamonds	Queen Clubs

North and South make the three remaining tricks.
Score — North and South, 8; East and West, 5.

No. 4

The Hands

North
♠ 6, 5, 4, 3, 2
♥ 9, 5, 3
♦ Queen, 7, 5, 4
♣ Queen

West
♠ Queen, Knave, Ten, 8
♥ King, 2
♦ Ten, 9, 3
♣ King, 9, 7, 5

East
♠ King, 9, 7
♥ 4
♦ Ace, King, 8, 2
♣ Knave, 8, 6, 4, 2

South (Dealer)
♠ Ace
♥ Ace, Queen, Knave, Ten, 8, 7, 6
♦ Knave, 6
♣ Ace, Ten, 3

Score — Love all. First Game.

The Dealer holds the declaration with a bid of three Hearts.

The Play

	West (Leader)	North (Dummy)	East	South (Declarer)
Trick 1	**Qn. Spades**	2 Spades	9 Spades	Ace Spades*
2	5 Clubs	Qn. Clubs	8 Clubs	**Ace Clubs***
3	7 Clubs	5 Hearts*	6 Clubs	**3 Clubs**
4	2 Hearts	**3 Hearts**	4 Hearts	Ace Hearts*
5	9 Clubs	9 Hearts*	4 Clubs	**10 Clubs**

The Declarer loses two Diamonds and one Heart. Tricks Won — North and South, 10; East and West, 3.

COMMENT ON THE PLAY

This deal is given as an example of playing to the score. By the above management the game is practically assured. The finesse of the trump if successful would gain a trick, worth 8 points; but if unsuccessful, might result in the loss of the rubber.

No. 5

The Hands



Score — Love all. First Game.

The Bidding

	South	West	North	East
Round 1	2 Spades	Pass	2 Royals	Pass
2	Pass	Pass		

The Play

Tr.	South (Dummy)	West	North (Declarer)	East (Leader)
1	2 Hearts	8 Hearts	Ace Hearts*	**4 Hearts**
2	Qn. Diamonds*	2 Diamonds	**5 Diamonds**	8 Diamonds
3	**King Hearts***	9 Hearts	6 Hearts	5 Hearts
4	**Qn. Hearts***	10 Hearts	9 Diamonds	7 Hearts
5	**7 Diamonds**	3 Diamonds	King Diamonds	Ace Diamonds*

It does not now matter how East and West play; they can only take two Club tricks. North and South therefore win ten tricks.

COMMENT ON THE PLAY

To win the game, the Declarer must make ten tricks. He can figure that should he exhaust the adverse trumps, supposing they are divided three and two, he can ruff the fourth Heart and the Dummy can ruff a Club. The chances are that by this plan he will win five trumps, three Hearts, and one Diamond: only nine tricks. Game can, however, be secured if he can ruff twice (one Heart and one Diamond) in the closed hand.

One round of trumps early in the play may ruin the scheme, as East can then lead a second round when he wins with the Ace of Diamonds, West a third when he wins with the Ace of Clubs.

The Declarer's plan of play is sound, and shows a settled purpose from the start.[1]

[1] See *Auction of To-Day*, pages 195–197.

No. 6

The Hands



Score — Love all. Rubber Game.

The Bidding

	South	West	North	East
Round 1	1 No Trump	Pass	Pass	2 Royals
2	Pass	Pass	3 Clubs	Pass
3	2 No Trumps	3 Royals	No	No
4	3 No Trumps	No	No	No

The Play

	West (Leader)	North (Dummy)	East	South (Declarer)
Trick 1	**7 Spades**	4 Spades	King Spades	Ace Spades*
2	9 Clubs	3 Clubs	10 Clubs*	**4 Clubs**
3	6 Spades	2 Hearts	**Kn. Spades**	Queen Spades*
4	5 Hearts	King Clubs*	Knave Clubs	**2 Clubs**

North and South win five more Clubs and one Heart. Total — 9 tricks

COMMENT ON THE PLAY

Trick 2. While it is quite probable that the four adverse Clubs are divided equally, it would be the height of folly for the Declarer to risk four tricks for the sake of one, especially as the game is won by taking six Clubs, two Spades, and one Heart.

No. 7

The Hands



Score — 10 — 0. Rubber Game.

The Bidding

	South	West	North	East
Round 1	1 Spade	Pass	1 Royal	Pass
2	Pass	Pass		

The Play

Tr.	South (Dummy)	West	North (Declarer)	East (Leader)
1	Ace Diamonds*	7 Diamonds	5 Diamonds	**Qu. Diamonds**
2	**2 Spades**	3 Spades	Queen Spades*	10 Spades
3	6 Spades	King Spades	**Ace Spades***	7 Spades
4	Knave Spades*	6 Diamonds	**4 Spades**	9 Spades
5	**3 Hearts**	8 Hearts	Ace Hearts*	4 Hearts
6	9 Hearts	Knave Hearts	**2 Hearts**	King Hearts*
7	2 Diamonds	King Diamonds	5 Spades*	**3 Diamonds**
8	Queen Hearts*	10 Hearts	**6 Hearts**	5 Hearts
9	**3 Clubs**	4 Clubs	King Clubs	Ace Clubs*

North and South win a Spade and a Heart; East and West win two Clubs.
Total — North and South, 9; East and West, 4.

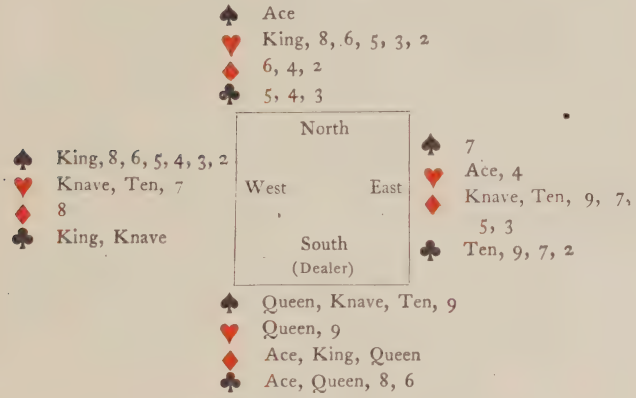
COMMENT ON THE PLAY

The Declarer in this deal shows that he understands the proper way to handle to the best advantage suits containing the Ace and Queen; note the leads at Tricks 2 and 5.[1]

[1] See pages 581–84.

No. 8

The Hands



Score— Love all. First Game.

The Bidding

	South	West	North	East
Round 1	1 No Trump	2 Royals	3 Hearts	Pass
2	Pass	Pass		

The Play

	South (Dummy)	West	North (Declarer)	East (Leader)
Trick 1	9 Spades	2 Spades	Ace Spades*	**7 Spades**
2	Queen Hearts*	7 Hearts	**2 Hearts**	4 Hearts
3	**9 Hearts**	Kn. Hearts	3 Hearts	Ace Hearts*
4	Ace Clubs*	Kn. Clubs	3 Clubs	**2 Clubs**
5	**Qn. Spades***	3 Spades	4 Clubs	3 Diamonds
6	**Kn. Spades**	King Spades	5 Hearts*	5 Diamonds
7	6 Clubs	10 Hearts	**Kg. Hearts***	7 Clubs

North and South make 3 Diamonds, one Spade, and two Hearts.
Score, North and South, 12; East and West, 1.

COMMENT ON THE PLAY

Trick 1. West, of course, does not cover, as the Ace is marked, *solus*, in North's hand.

Trick 3. North cannot tell whether West's Knave is a false card. If East have both the Ace and Ten, holding up the King makes no difference; if he have the Ace, *solus*, it must gain a trick.

Trick 4. The Declarer refuses to take the Club finesse as it is an unnecessary risk. He can win every remaining trick without it.

No. 9

The Hands



Score — Love — 12. First Game.

The Bidding

	South	West	North	East
Round 1	2 Hearts	3 Clubs	Pass	Pass
2	3 Hearts	Pass	Pass	3 Royals
3	Pass	Pass	Pass	

While this is not the place to consider questions of declaration, it may be proper to note that South's original bid should be three Hearts. If a player believe in preëmptive calls, he should use the system for all it is worth.[1] South with seven sure tricks (probably eight) is strong enough to start with a call of three.

East's bid of three Royals is bold, but the indications are that West has Royal assistance and that South is short of the suit. East does not disturb the call of three Clubs (Round 1), as the fulfillment of that contract will produce game and his assistance should be sufficient to insure that result. When his next bid comes, he is placed in a more troublesome position. It is doubtful whether he should advance the Clubs as high as four without any trump assistance.

[1] See pages 312–23.

It takes four Diamonds but only three Royals to overcall the adverse declaration, and should the latter be doubled; the Diamonds afford a refuge. Many players in this position would risk a call of four Clubs, and it is possibly more conservative than three Royals; five Clubs could be made.

The Play

Tr.	South (Leader)	West (Dummy)	North	East (Dealer)
1	**King Hearts***	7 Hearts	3 Hearts	Queen Hearts
2	**Qn. Diamonds**	4 Diamonds	2 Diamonds	Ace Diamonds*
3	4 Spades	2 Spades	8 Spades	**Ace Spades***
4	Ace Hearts	King Spades*	7 Spades	**10 Spades**
5	3 Clubs	**Ace Clubs***	7 Clubs	8 Clubs
6	5 Clubs	**King Clubs***	Knave Clubs	4 Clubs
7	5 Hearts	**10 Clubs**	Queen Clubs	9 Spades*
8	6 Hearts	3 Spades	6 Spades	**Qn. Spades***
9	9 Diamonds	King Diamonds*	3 Diamonds	**6 Diamonds**
10	9 Hearts	**9 Clubs**	Knave Spades*	7 Diamonds

West wins one trump and two Club tricks. Total — 11 tricks.

COMMENT ON THE PLAY

Trick 2. The Declarer wisely leaves the Diamond reëntry in the hand most apt to need it.

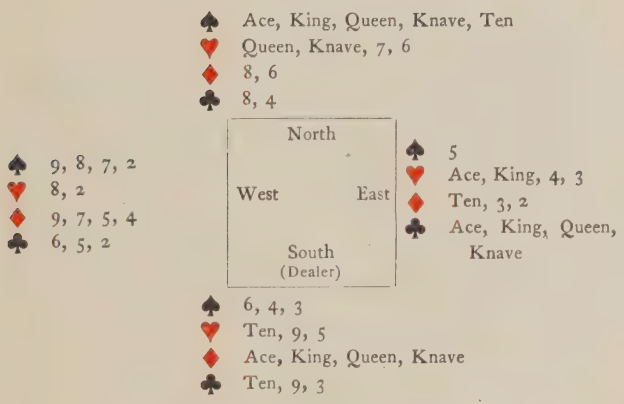
Tricks 3 and 4. The trump lead is imperative; to force the Dummy at this time would be a serious error, and the Declarer handles his trumps in the most approved manner. Should

the Clubs become established in two rounds or should the adverse trumps be divided three and two, he can make a Small Slam.

Trick 7. The Slam now being impossible, the Declarer proceeds to capture 11 tricks.

No. 10

The Hands



Score — Love all. First Game.

The Bidding

	South	West	North	East
Round 1	1 Diamond	Pass	1 Royal	3 Clubs
2	Pass	Pass	3 Royals	Pass
3	Pass	Pass		

The Play

	South (Dummy)	West	North (Declarer)	East (Leader)
Trick 1	3 Clubs	2 Clubs	8 Clubs	**King Clubs***
2	5 Hearts	8 Hearts	7 Hearts	**King Hearts***
3	9 Hearts	2 Hearts	6 Hearts	**Ace Hearts***
4	10 Hearts	2 Spades*	Queen Hearts	**3 Hearts**
5	9 Clubs	**6 Clubs**	4 Clubs	Knave Clubs*
6	6 Spades	7 Spades*	Knave Hearts	**4 Hearts**

North and South take the remaining tricks, but "go down" two.

COMMENT ON THE PLAY

East gains two tricks by not leading three rounds of Clubs immediately; he gains one by not leading the second Club before the third Heart. Under conditions of this character the partner's signal requesting that the suit be continued, or the absence of a signal suggesting that it be abandoned, should be carefully watched for and implicitly obeyed.[1]

No. 11

In order that the student may be placed in a position to work out this example, it is first given in part. Before looking at the hands and

[1] See *Auction of To-Day*, pages 200–02.

the entire play, he should answer the questions asked below, and then compare his answer with the play.

South deals and holds—

Spades	Ace, Queen, 8, 3, 2
Hearts	Ace, Queen, 5, 4, 2
Diamonds	9
Clubs	8, 4

He bids 1 Royal; West, 2 Clubs; North, 2 Diamonds; East, Pass; South, 2 Hearts; West and North, Pass; East, 3 Clubs; South and West, Pass; North, 3 Hearts, which is the final bid.

The Dummy holds—

Spades	5, 4
Hearts	King, Knave, 7
Diamonds	King, Queen, Ten, 7, 6, 4
Clubs	Ten, 2

Tricks 1 and 2, West leads King and Ace of Clubs. *Trick 3*, West leads 8 Diamonds, Dummy plays Queen, and East wins with the Ace. *Trick 4*, East leads 9 Spades.

What should South play at Trick 4, and how should he manage the remaining play?

The Hands



Score — Love all. Rubber Game.

The Bidding

	South	West	North	East
Round 1	1 Royal	2 Clubs	2 Diamonds	No
2	2 Hearts	No	No	3 Clubs
3	No	No	3 Hearts	No
4	No	No		

The Play

Tr.	West (Leader)	North (Dummy)	East	South (Declarer)
1	**King Clubs***	2 Clubs	6 Clubs	4 Clubs
2	**Ace Clubs***	10 Clubs	9 Clubs	8 Clubs
3	**8 Diamonds**	Queen Diamonds	Ace Diamonds*	9 Diamonds
4	10 Spades	4 Spades	**9 Spades**	Ace Spades*
5	8 Hearts	7 Hearts	3 Hearts	**Qn. Hearts***
6	9 Hearts	Knave Hearts*	6 Hearts	**2 Hearts**
7	2 Diamonds	**10 Diamonds***	3 Diamonds	2 Spades
8	3 Clubs	**4 Diamonds**	5 Diamonds	Ace Hearts*
9	10 Hearts	King Hearts*	Knave Clubs	**4 Hearts**
10	5 Clubs	**Kg. Diamonds***	Knave Diamonds	3 Spades
11	7 Clubs	**7 Diamonds***	6 Spades	8 Spades
12	Knave Spades	**6 Diamonds***	7 Spades	Queen Spades
13	King Spades	**5 Spades**	Queen Clubs	5 Hearts*

Tricks won — North and South, 10; East and West, 3.

COMMENT ON THE PLAY

The Declarer, if a clever player, can at Trick 4 place the cards with sufficient accuracy to plan and execute the play as shown above.

The finesse is unnecessary, as every remaining trick can be taken without it.

No. 12

For the reason mentioned in example No. 11, a preliminary statement is given of example No. 12.

South deals and holds —

Spades	Ace, Queen, Knave, Ten, 7, 4, 3
Hearts	7, 4
Diamonds	Ace, 6, 3
Clubs	9

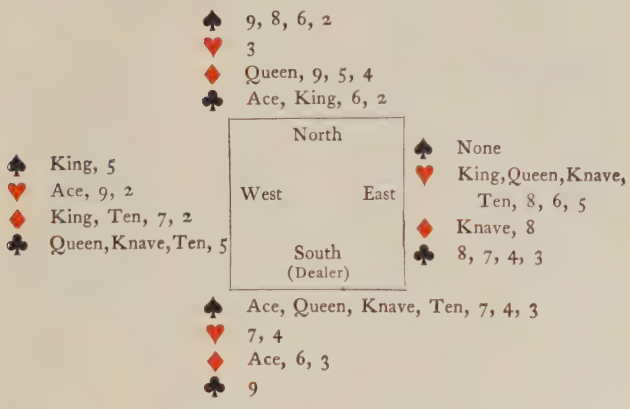
He bids 3 Royals; West and North, Pass; East, 4 Hearts; South and West, Pass; North, 4 Royals; East and South, Pass; West, 5 Hearts; North, 5 Royals; East and South, Pass; West doubles and that is the final bid.

The Dummy holds —

Spades	9, 8, 6, 2
Hearts	3
Diamonds	Queen, 9, 5, 4
Clubs	Ace, King, 6, 2

West leads the Ace of Hearts, which wins the first trick. West then leads the Queen of Clubs, which the Dummy wins with the King. How should the Declarer manage the play to insure making his contract?

The Hands



Score — Love all. First Game.

The Bidding

	South	West	North	East
Round 1	3 Royals	No	No	4 Hearts
2	No	No	4 Royals	No
3	No	5 Hearts	5 Royals	No
4	No	Double	No	No
5	No			

The Play

Tr.	West (Leader)	North (Dummy)	East	South (Declarer)
1	**Ace Hearts***	3 Hearts	5 Hearts	4 Hearts
2	**Queen Clubs**	King Clubs*	3 Clubs	9 Clubs
3	Knave Clubs	**2 Clubs**	4 Clubs	3 Spades*
4	5 Spades	2 Spades	6 Hearts	**Ace Spades***
5	2 Hearts	6 Spades*	8 Hearts	**7 Hearts**
6	5 Clubs	**Ace Clubs***	7 Clubs	3 Diamonds
7	10 Clubs	**6 Clubs**	8 Clubs	4 Spades*
8	King Spades*	8 Spades	10 Hearts	**Qu. Spades**
9	**2 Diamonds**	Qu. Diamonds*	8 Diamonds	6 Diamonds
10	9 Hearts	**9 Spades**	Knave Hearts	Knave Spades*
11	7 Diamonds	4 Diamonds	Queen Hearts	**10 Spades***
12	10 Diamonds	5 Diamonds	Kn. Diamonds	**7 Spades***
13	King Diamonds	9 Diamonds	King Hearts	**Ace Diam'ds***

North and South win 11 tricks; East and West 2.

COMMENT ON THE PLAY

At Trick 3 the Declarer may reasonably assume from West's double that he has the King of trumps guarded. Viewing the situation from that standpoint the only chance to make all the remaining tricks (except the one trump) is to place West in the lead after South is out of Hearts and after West has been forced to play all his Spades and Clubs. A third round of Hearts or a Diamond lead, if West have the King, will make the contract. The play shows how the object can be accomplished.

THE MOST BRILLIANT PLAY EVER MADE

When Auction players get together at some place which makes the starting of a rubber impossible, but the discussion of the game quite natural, they resemble a party of golfers playing that celebrated nineteenth hole: each is bubbling over with anxiety to tell of some clever play he has recently made.

Such discussions would prove more beneficial, were Auction devotees willing to listen to stories of the achievements of others, instead of seizing any opportunity to curtail such narratives in order to recount how "my partner made a fool bid, was doubled, and was in for 400, when I saved him by confidently redoubling and thus bluffing the adversaries into a higher declaration."

Even as it is, the conversation occasionally shifts to instructive subjects, and "Which was the most brilliant play you ever saw at the Auction table?" is a question often heard, but rarely answered.

It cannot be doubted that the expert players

of the country make many coups well worthy of the attention of the student, but unfortunately these plays are generally forgotten with the shuffling of the cards for the ensuing deal. Some few are saved from oblivion by the writers for the Sunday papers, but in the vast majority of cases they are not only not preserved but not even noticed by the others at the table.

It is therefore obviously impossible to accurately answer the question concerning the most brilliant play ever made. To pass upon the most brilliant play ever recorded would be almost as difficult, as no one has ever attempted to collect these plays and place them side by side for comparison ; it must be conceded, however, that were a board of judges about to award a prize for the premier coup in Auction history, serious consideration would be accorded to one made by Mr. J. P. Gregg, of Philadelphia, during an important game at the Racquet Club in that city during January, 1913.

The situation is reproduced exactly as it occurred, and is given solely to show the play in question, not as an illustration of sound bidding.

As a matter of fact the first declaration of every player might be the subject of at least mild criticism and the same remark is applicable to East's final bid, to South's double, and to West's failure to redouble.

What really happened follows: —

The Hands

North: ♠ 4 — ♥ Ace, Queen, 9, 8, 6, 4, 2 — ♦ Queen, Knave, 5 — ♣ 5, 3

West: ♠ 3, 2 — ♥ King, Knave, Ten — ♦ Ace, 9, 8, 7, 4, 2 — ♣ 7, 6

East (Mr. Gregg): ♠ Ace, King, Queen, 9, 8, 7, 6, 5 — ♥ 7 — ♦ King — ♣ King, 8, 2

South (Dealer): ♠ Knave, Ten — ♥ 5, 3 — ♦ 10, 6, 3 — ♣ Ace, Queen, Knave, Ten, 9, 4

Score — Love All. Rubber Game.

The Bidding

	South (Dealer)	West	North	East
Round 1	1 Club	Pass	1 Heart	1 Royal
2	2 Clubs	Pass	2 Hearts	2 Royals
3	3 Clubs	Pass	3 Hearts	3 Royals
4	Pass	Pass	4 Hearts	4 Royals
5	Double	Pass	Pass	Pass

The Play

	South (Leader)	West (Dummy)	North	East (Declarer)
Trick 1	5 **Hearts**	10 Hearts	Queen Hearts*	7 Hearts
2	9 Clubs*	6 Clubs	**5 Clubs**	8 Clubs
3	**Ace Clubs***	7 Clubs	3 Clubs	King Clubs
4	3 **Hearts**	Knave Hearts	Ace Hearts	5 Spades*

East, Tricks 5 and 6, exhausted the trumps; then led the King of Diamonds, took it with Dummy's Ace, and on Dummy's lead of the best Heart discarded his Deuce of Clubs, thereby making his declaration.

COMMENT ON THE PLAY

The coup really occurred at Trick 2, when East played the 8 of Clubs instead of the Deuce. Had he made the natural play of the smaller card, the King on Trick 3 could not have deceived South, if he had been watching the play, as he could then have placed the 8 of Clubs in East's hand. North by his lead of the 5, Trick 2, announced that to be his highest Club.

With the play as it was, South knew, at

Trick 4, that North, with the 5, 3, 2 of Clubs, must play them down; it was therefore quite likely that the Deuce still remained in his hand.

South, when deciding on the lead at Trick 4, could be reasonably sure, from East's unassisted bid of four Royals with little strength on the side, that East must have at least eight trumps, and therefore not more than two other cards. They might be two Diamonds, or one Diamond and either a Heart or the Deuce of Clubs. The Club lead, if East be without a Club, is fatal, and so is the Heart lead if East be without a Heart. Between these two the chances seem to favor the Heart (East's deception being almost impossible to suspect), and in addition it holds out the very faint hope of another trick to be made by a Heart ruff.

Of course it may be argued that South could have solved the problem by leading a Diamond. That is possibly true, but at that time his attention was naturally devoted to making, before East could get in, the four tricks necessary to defeat the contract. That he should

be duped by East's strategy and overlook the Diamond lead was distinctly human. Furthermore, he may have been deterred from it by the knowledge that it would prove expensive if East should be able to discard.

It is not, however, for the purpose of discussing South's play that we examine the situation. Concede if we must that he overlooked a possibility, still it was due to East's tactics that he went astray.

The foresight of East is well worthy of consideration and commendation. Before playing to Trick 2, he saw he was beaten if South won that trick, led the Ace of Clubs, and then another Club for North to trump. He realized that he could only be saved by another lead of Hearts, and he paved his way for the development of his plans should South continue with Clubs as he did, Trick 3.

Such plays may easily be figured out when the hands are all spread, and after due deliberation they may readily be pronounced the only correct thing to do under the circumstances; but during the actual play it takes real Auction

genius to foresee such a situation, and without undue hesitation to prepare for it. Only the brilliant player can carry such a scheme to a successful conclusion.

PART IV

PART IV

SPADE BIDS

A SYSTEM WHICH USES THE SPADE SUIT IN THE DECLARATION

WHEN the Auction count now in universal use was first suggested, the idea of virtually creating a new suit, Royal Spades valued at 9, and yet retaining the old-fashioned Spade with its former value of 2, was adopted mainly because it was essential that there be some suit for the original Declarer to use as a defensive bid and desirable that the Spade be made a competitor with the other suits in high declarations. While at that time all the possibilities of Spade bidding were not realized, keen players appreciated that the call of two Spades, which had been most serviceable under the old count as a No-Trump invitation, could and would be utilized with far greater effect under the new.

It is an undoubted fact that from the mo-

ment the then new count made Royal Spades the most valuable trump, the two Spade bid was generally recognized as a conventional declaration, and became of much greater importance, it being a double invitation, i.e., either No Trumps or Royals. One by one other Spade bids to give general information were suggested and used in different parts of the country. As a notable example of this, books by Mrs. Grace G. C. Montgomery and Mr. J. B. Elwell advocated the use of Spades as a No Trump invitation over an adverse suit declaration, and the call of three Spades to show long weak Spades, suggested by "Auction of To-Day," met with general favor.

It was only natural that the success and popularity of these declarations should produce others, and many absurd ideas were advanced during this period which might properly be called the evolutions of the Spade declaration.

One of the most remarkable of the theories proposed was that five Spades should show two red Aces; it was received with favor in some quarters, its advocates failing to analyze the

situation sufficiently to realize that even if no more valuable use could be found for a certain declaration than the announcement that the declarer held two specified Aces, it would obviously be more important to show the Ace of Spades and Ace of Hearts than the two reds. Evidently the originator of this bid conceived the idea when Hearts and Diamonds were the most valuable suits and before the introduction of Royal Spades relegated Diamonds to a minor classification.

The acceptance in certain places of this declaration and of a few others of the same character made it evident that, in order to avoid the introduction and partial adoption of unsound bids, and the consequent confusion which must ensue when these bids were gradually superseded by something more satisfactory, it would be advisable to suggest a complete code of Spade bids which would cover every declaration and, if possible, permanently determine the question.

A number of expert Auction players living in different sections of the country, became deeply interested in the subject and rendered invalu-

able aid to the author of this book in formulating a complete system of Spade declarations, every one of which furnishes the partner with what is believed to be the most valuable information which can be produced for his guidance both in the declaration and the play.

These bids were first suggested in print in an appendix to the Fifth Edition of "Auction of To-Day," and shortly thereafter in a slightly revised and improved form in a series of newspaper articles which appeared in the Philadelphia "Press."

It was unquestionably most unfortunate that it became necessary to introduce all these new declarations at the same time. Had they appeared singly, the merits of each would have been easily recognized, and even the mediocre player could, without difficulty, have mastered them one after the other.

As it was, however, the simultaneous introduction of so many novel declarations proved most confusing, even for players of far more than average ability. Such a mass of new ideas seemed extremely difficult if not impossible to grasp,

and as they were not placed before the auction-playing public in a way which properly explained either their simplicity or their importance, they failed in some cases to make a favorable impression. It became popular to create objections to the new bids on various grounds, but on one point the objectors with great unanimity have been eminently fair; they have conceded that the system as suggested gives all the information and the best information possible; that if any system of Spade bids should be adopted, the one proposed cannot be improved upon; and that if properly used it is sure to win many points for those who employ it.

The objections to it are based on various grounds, in the main, ethical. Practically all these objections have emanated from those who have not used the bids themselves and who are therefore merely theoretical critics. Skilled players who have given the system the test of practical experience are enthusiastic, not only regarding its winning qualities, but also because it adds materially to the attraction of Auction.

The mere fact that these bids are winners,

sure to produce victories for expert duplicate players, to increase the plus scores of those who play the regular game, and to add to the pleasure of their users, does not, however, justify either their introduction or employment, if serious ethical or other reasons exist which prove that they will injure the game of Auction.

As the matter stands at this writing, the Spade bids are conventional in some places, almost unknown in others. This condition is unfortunate; if these bids further the sound and scientific development of Auction, they should be more generally adopted; if they do not, they should be abandoned by all.

In order to determine this question in a fair-minded and dispassionate manner, the objections must be thoroughly analyzed. They may be stated as follows: —

OBJECTIONS TO THE SPADE BIDS

1. It is contrary to the ethics of Auction to make any declaration that the Declarer is unwilling to play, that the partner is obliged to overbid, or that is of such a character

that its meaning would not be clear without a previous understanding.

2. Bidding Spades merely for informatory purposes, is much like bidding "beans" or "buttons"; if the suggested system be proper, there is no reason that a player should not call "three beans" to show three Aces, or give four raps on the table to indicate a holding in which four cards is the longest suit. By a complete system of such signals every card can be disclosed and the game made merely a matter of memorizing the most symbols.
3. The whole system resembles too closely a private convention and is therefore unfair.
4. These declarations injure the game by giving too much information.
5. Whist was killed by a multiplicity of conventions, and the Spade bids will be followed by others until the average player will abandon Auction rather than attempt to keep pace with its too elaborate development.

6. These bids make the declaration too easy and thereby detract from the reward of the skilled declarer.
7. The Spade calls are tools for expert use only and therefore unjustly handicap the moderate player.
8. The proposed declarations are too complicated for any one to remember and make it necessary for their users to consult tables during the play.

This seems to be rather a severe indictment, and unless it can be thoroughly and satisfactorily answered, the Spade bids, no matter how valuable they may be, should be abandoned with the utmost celerity by every lover of the game.

It is believed that all the objections of any real weight are included in the above list and that they have been stated as forcefully as their supporters would desire. The question, therefore, arises — Can they be satisfactorily answered?

ANSWERS TO THE OBJECTIONS

Objection 1. It is contrary to the ethics of Auction to make any declaration that the Declarer is unwilling to play, that the partner is obliged to overbid, or that is of such a character that its meaning would not be clear without a previous understanding.

Such a statement reads well, but is it sound and borne out by the history of the game?

When Auction superseded Bridge at the English and Continental clubs, the very first doctrine announced by the English writers was that the Dealer should always bid one Spade; he was directed to do this with any character of holding; his hand might be strong, moderate, or weak, the declaration remained the same. From this bid the Dealer had to be taken out, and the Third Hand if weak was obliged to bid two Spades in order to accomplish the purpose. That call of two Spades the Dealer in turn was directed to overbid, supposing, of course, that the adversaries observed the then conventional tactics and passed. No one ever suggested that

these bids (which the makers were not willing to play, the meaning of which was not self-apparent, and which had to be taken out) were contrary to the ethics of Auction.

If any players to-day should be so foolish as to elect to play under the antiquated system, would their opponents object? Certainly not. They would hail with delight the adoption of such tactics and seek the privilege of playing "set matches" against adversaries of that caliber. Yet the old bids are of the same character as those pronounced contrary to ethics by the objection we are considering. So, too, is the now abandoned, but somewhat more modern, initial bid of one Club to show strength as compared with one Spade to show weakness. The maker of that bid did not wish to play it, it did not carry its meaning on its face, and it had to be taken out by the Third Hand.

What is the logical difference? Only one can be noted: the bids above enumerated proved to be losers; the system under consideration is a big winner.

Let us, however, bring the comparison down

to more modern times. When the play under the old count had reached its highest development, it was conceded by all to be sound bidding to call one Club with a hand containing but two Clubs, the Ace and King, and some other strength, yet the bidder did not desire to play his declaration. Without a previous understanding, his meaning would not have been grasped, even by an expert Bridge player who was learning Auction, and the partner was required to come to the rescue. Nobody contended that this offended, and even under the present count some still bid a Club or Diamond with a short high suit. Is it only because this may prove disastrous that it is ethical?

No one of the violent opponents of the proposed system of Spade bids has yet objected to the universal use of two Spades as a No Trump invitation, or to a double of one Spade by the Second Hand, — which is made for the same purpose, — or to the Montgomery and Elwell high Spade bid which shows a No Trump without the adverse suit stopped. How is it consistent to accept all these declarations as perfectly

proper and yet attempt to bar others of exactly the same type on the ground that they offend against the ethics of Auction? Precedent is the most potent factor in determining the ethics of a game, and, as has been shown, it is all one way.

A writer who finds these bids too difficult to learn, too cumbersome to teach, or impossible to assimilate with some previously announced theory, may think that by the use of a few disagreeable words the argument can be ended. The Auction-playing public is, however, too discerning; it is anxious to improve its game in every possible way, it is keen to win, and it wants these bids unless there be some valid objection to them.

The ethical objection must obviously be abandoned, if, as it has been shown, similar bids have been universally used for years, and if, as is unquestionably the case, these very bids are now being employed by many of the most conscientious, conservative, and able players in the country.

Objection 2. Bidding Spades merely for informatory purposes is much like bidding "beans" or "buttons"; if the suggested system be proper, there is no reason that a player should not call "three beans" to show three Aces, or give four raps on the table to indicate a holding in which four cards is the longest suit. By a complete system of such signals, every card can be disclosed and the game made merely a matter of memorizing the most symbols.

This objection seems, in some inexplicable manner, to appeal to many who should at once find the obvious and convincing answer for so absurd a contention. There are exactly forty-two Auction declarations, ranging in value from 2 to 70, six of these (the bids of seven No Trumps, Royals, Hearts, Diamonds, and Clubs, and of six No Trumps) are for obvious reasons rarely used; so even when the Spade suit is called into play, the total number of declarations is practically thirty-six. When a player remembers that he may receive any one of 635,013,559,600 different hands, he is not apt to consider thirty-six different declarations superfluous.

Of course, the talk about bids of "beans," "table raps," etc., is nonsense pure and simple. Nothing of the sort ever has been or ever will be advocated or permitted. A player who follows a system which provides that an initial bid of two No Trumps shows a solid Club or Diamond suit is not the disciple of a plan which is apt to lead up to the introduction of bids of "beans" or "table raps," yet the meaning of such a call is just as arbitrary as any ever proposed for a Spade declaration.

As soon as the bidding gets as high as two Hearts, all Spade calls are of necessity shut out; but why rob the Auction language of those six calls, often of inestimable value in the early declaration? The Spade bids enable the player to make the best use of the limited number of words the laws allow; they enable him to employ the entire vocabulary of his Auction language. With only thirty or forty bids, it is obviously impossible to give so much information that the game becomes one of symbols, it is therefore unnecessary to consider that portion of the objection.

Objection 3. The whole system resembles too closely a private convention and is therefore unfair.

It cannot be questioned that the Spade bids are accorded a meaning by a prior understanding (so also are the original bids of one Spade, two Clubs, three Hearts, etc.); but that there is anything private about this convention is absolutely untrue. A private convention is a secret understanding used by partners without the knowledge of their adversaries; the Spade bids were no sooner created than they were heralded broadcast, and no Auction topic has been more thoroughly discussed in print. There is nothing private, underhand, or objectionable in the adoption of any lawful system, provided it be made public and the user be willing to explain it.

A player cannot employ the Spade bids secretly, and as long as he accords to them the conventional meaning, whatever else he may be doing he is certainly not taking advantage of his opponents by the use of a private code.

Objection 4. These declarations injure the game by giving too much information.

Ever since the introduction of Auction, many scientific players have been trying to conceive some system that would meet a number of difficulties of declaration. For example, it has always been recognized as most important to distinguish, if possible, between a weak and strong take-out of a No Trump called by the partner. Various schemes have been suggested but nothing thoroughly solved the problem until the new bids came to hand.

This is merely one of a number of mooted questions answered by the bids under consideration; yet a few of the very players who were anxious that the partner should be relieved from embarrassment under these conditions, now that such a plan has been found, think the information should not be given, merely because the way is strange and unexpected.

It has been the history of all games of the Whist family that the more information one partner can give to another, the more scientific and successful the play becomes. It has

also been found that the ability accurately to impart information immeasurably increases the pleasure of both the sender and the receiver.

While the Spade bids greatly enhance the amount of information that may be communicated, all that even now can be announced is but a small percentage of the whole, and there still remains sufficient doubt to allow ample scope for the drawing of scientific inferences.

Players who have used these bids unanimously agree with the above statement; those who have not tried them are hardly in a position to express an intelligent opinion upon this objection.

Objection 5. Whist was killed by a multiplicity of conventions, and the Spade bids will be followed by others until the average player will abandon Auction, rather than attempt to keep pace with its too elaborate development.

Serious issue must be taken with the statement of fact of that part of this objection which refers to the history of Whist. Whist has not

been killed. In some sections of the country and in most of the large clubs in the East, it has been more or less generally abandoned, but in many parts of the West and South it still flourishes and it is Whist of the informatory school that has survived. In the localities where Whist has disappeared or lost a large percentage of its following, it gave way only because Bridge contained certain elements which appealed more strongly to the players who took it up.

Bridge certainly was not killed by excessive conventionalism, and yet it has been most effectually extinguished by Auction, the reason for the change being exactly the same that caused the transformation from Whist to Bridge.

The accuracy of that part of this objection which is a prediction must also be questioned. Every call has now been given a meaning, so it is impossible that the Spade bids should be followed by others of a similar character. Quite a considerable percentage of the expert Auction players of the country have already mastered these bids and announce in no uncertain terms

that they improve the game. The use of these bids is not compulsory, and consequently it is not possible that they will drive a single player away from the Auction table; — on the contrary, the new and attractive feature which they add to the declaration is bound to win back some whose interests may have begun to wane, just as the introduction of the present count greatly increased the amount of Auction played.

Objection 6. These bids make the declaration too easy, and thereby detract from the reward of the skilled player.

Any one who has ever used the Spade bids will at once realize that this objection emanates from those who have never experimented with them.

True it is that when the system was first mapped out, its formulators believed that they were conferring a boon upon the moderate player at the possible expense of the expert. Experience, however, has proved the utter fallacy of this theory.

The Spade bids convey an amazing amount of information and furnish a system of danger

signals which warn the partner against pitfalls concerning which he must otherwise be unaware. Determining when to use them (and in some hands, which one should be selected) is of absorbing interest and often demands the keenest judgment of the skilled declarer.

If it were possible to divide the Auction-players of the country into five classes, — (1) very poor; (2) poor; (3) moderate or average; (4) good; and (5) expert, — it would unquestionably be found that the use of the Spade bids would affect these classes very differently.

To the very poor player they are apt to prove a boomerang, as players of that caliber become easily confused regarding the respective meanings of the bids and frequently give information which is the opposite of that intended.

The poor player, while he may master the meanings, is unable to grasp the theory, and therefore cannot tell when to employ these valuable tools. At times he is right and reaps his reward, but more often he is wrong; so, on the whole, he finds that he is a little worse off than if he had never tried the new system.

The average player does not often suffer from miscalling or misunderstanding the Spade bids, but occasionally loses by using them when the situation does not justify their employment. On the whole, however, they are of value to him and increase his winnings.

The good player, who rarely if ever goes wrong in his selection of a bid, finds that the Spade calls net him a large return ; and the expert, who is able to bring even a greater measure of skill into the declaration, obtains still more gratifying results from their use.

If duplicate matches could be arranged between teams representing the different classes of players, it would doubtless be found that in practically every test the more skillful team would win by a larger margin when the two teams used the Spade bids than when they did not. Suppose that, before these bids were introduced, two teams, one composed of experts, the other of players of more moderate ability, had engaged in a series of duplicate matches, and that the former had won by an average of, say, 3000 points per match; these same teams, bid-

ding Spades, would both be better equipped, but the greater percentage of gain would be with the better team; and should they play under the new conditions, the size of the victory would almost certainly be increased by an appreciable percentage.

Objection 7. The Spade calls are tools for expert use only, and therefore unjustly handicap the moderate player.

The Auction player of moderate ability who is unable or unwilling to learn the Spade bids is not obliged to use them, and therefore is not handicapped by their existence. There is no more reason that the legitimate vocabulary of Auction should be curtailed to meet his demands than that the English language should be decimated because many cannot or will not avail themselves of its opportunities.

Objection 8. The proposed declarations are too complicated for any one to remember, and make it necessary for their users to consult tables during the play.

That the first portion of this objection is founded upon incorrect premises is proved by

the hundreds of players who to-day are as familiar with the Spade bids as they are with their A B C's.

It is conceded that tables have been used in some places and that the practice is subject to objection, but it should not continue. These bids, when new and presented in a mass without any explanation of the theory upon which they are constructed, may have seemed difficult, but the few minutes required for the careful reading of the following pages should greatly simplify them. If after such reading, the player still need a table, the only explanation is that he is not sufficiently advanced in Auction skill to be able to avail himself of these calls.

It must always be remembered that these bids are recommended only for those of average or more than average ability; until a player attain that grade, he had better not tamper with them; especially should he avoid the secondary high Spades. The beginner or weak player has more important considerations that demand his immediate attention.

CONCLUSIONS REACHED FROM OBJECTIONS AND ANSWERS

If these answers to the ethical and other objections to the Spade bids be deemed sufficient, it is only necessary to demonstrate that these bids can be easily learned, and that they are of substantial value to good players, to justify the demand that they become a recognized part of conventional Auction and be included in the equipment of every player who claims to understand the fine points of the game.

Before taking up the respective meanings of the various Spade bids, there are three points that the player unfamiliar with the subject should impress upon his mind: —

1. These bids indicate strength in one or more of the three major or game-going declarations; viz., No Trumps, Royals, and Hearts; they never give any specific information as to strength in the two minor suits, viz., Diamonds and Clubs.

2. All Spade bids (except the defensive bid of one) must be taken out by the partner, even

if he have a trickless hand. As every Spade bid indicates strength in some specified suit or suits, it is obviously absurd to allow the bidder to play a contract requiring eight or more tricks worth two points each, when it can be changed to a smaller contract worth much more per trick. To take the simplest example, the partner of a Dealer who has bid two Spades has a "bust"; he should nevertheless bid one Royal, as that reduces the amount of the contract one trick, thus deducting fifty from the loss should the declaration fail, and as that bid increases the value of the trick from two to nine, a most material advantage, should the declaration succeed.

3. As the declarer must be taken out of every bid of two or more Spades, such action, when the take-out is a suit in which the bid shows strength, does not indicate that the partner has any strength in such declaration unless he bid more than the minimum amount. For example, the take-out of two Spades with one Royal does not show strength, but a two Royal call under such conditions would do so.

THE MEANING OF THE SPADE BIDS

For the purpose of simplification, the Spade family may be divided into two classes: (1) Low Spades, including the bids of one, two, three, and four, each of which has a single, simple, and definite meaning; (2) High Spades, including the bids of five, six, and seven, with somewhat more complicated meanings.

Low Spades may be learned by any one in a very few minutes, as they could not be more simple; briefly stated they are: —

Bid	*Meaning*
One Spade	No other declaration.
Two Spades	Powerful Spades, but not enough to bid a Royal.
Three Spades	Long weak Hearts with some side strength.
Four Spades	Long weak Spades with some side strength.

It will be seen that the old calls of one and two Spades remain absolutely unaltered, while three[1] and four now show long weak Hearts

[1] This bid was originally used for long weak Spades, but when it was determined that long weak Hearts should also be

and Royals respectively. Confusion between these two may be avoided by remembering that both these bids must be taken out by the partner, and that when he is weak, he does not wish to declare higher than one (low Spades always permit a take-out by a bid of one); therefore, three Spades must show Hearts and four Spades Royals, as one Heart, value 8, overbids three Spades, value 6, and one Royal, value 9, overbids four Spades, value 8. Four Spades, value 8, could not, however, be taken out by one Heart, as it is a contract of the same value requiring fewer tricks.

Any one in doubt as to the meaning of three and four Spades can, by remembering the above, fix them in his mind so that he will never be troubled again.

THE HIGH SPADE MEANINGS

The high Spade meanings are slightly more complicated, as they are used both as original

shown, it was changed to mean in Hearts just what it previously did in Spades and the long weak Spade bid was advanced to four.

and secondary bids; the latter sometimes having a different significance. The novice in Spade bids should first master the original which are comparatively easy.

To do this he should again notice that Spade bids show only the three major suits, No Trumps, value 10; Royals, value 9; and Hearts, value 8; that the three high Spade bids when used originally all show a hand which contains two major bids between which the declarer is in doubt.

Having reached this point, the lesson is practically learned, as it is only necessary in addition to bear in mind that the highest bid shows the highest value, and so on down in order, viz: —

		Total value
7 Spades (the highest possible bid) shows a combination of	No Trumps–Royals	19
6 Spades (the next highest) shows a combination of	No Trumps–Hearts	18
5 Spades (the lowest high Spade) shows a combination of	Royals–Hearts	17

The secondary high Spade bids are more complicated, as their meanings, being dependent upon the preceding declarations, of necessity

vary; the beginner should not attempt to master the secondary calls until he has become thoroughly familiar with the original. He should then read with care the detailed secondary meanings of five, six, and seven Spades[1] and see under what circumstances and why they differ from the original bids. He will be surprised to find how quickly it all becomes quite logical and simple.

THE SPADE BIDS IN DETAIL

A detailed consideration of all the Spade bids follows. An effort is made to state their advantages and disadvantages, and to explain when they should, and when they should not, be used.

ONE SPADE

This declaration, which, of course, can only be made by the Dealer, shows a certain extent of weakness, as at best it indicates a hand which does not warrant any other bid. The increase

[1] See pages 250–58, 277–79.

in the number of Spade bids has not in any way affected the significance of this defensive announcement.

TWO SPADES WHEN DECLARED BY THE DEALER

The meaning of this declaration is also unchanged by the completion of the Spade system. It is just what it was before any higher Spade was thought of, viz., a hand not strong enough for a No Trump, as it has but two suits stopped; not long enough for a Royal, as it lacks the requisite length in the Spade suit; but which contains a combination which will materially aid the partner in either a No Trump or Royal declaration. The two Spade bidder gives the following specific information: "I have not more than four Spades, but it is most probable that I have at least two high honors in that suit, i.e., either Ace-King, Ace-Queen, Ace-Knave, King-Queen, or King-Knave; and one other suit well stopped. If I have made the call with the Ace of Spades as the only Spade honor, my other strong suit is headed by Ace-King or contains three high honors."

The partner with a "bust" and no suit of great length must, as a weakness take-out, call one Royal; with strength in Spades he should call two, with great strength three, Royals.

As one Royal is the weakness take-out, the two Spade bidder should not increase the declaration after his partner has made this bid, unless the original two Spade call was a trap bid and his holding is in reality much stronger than his first declaration indicated.

Some players contend that as their partners must take out two Spades, the bid eliminates the danger of being left in with one Spade, but does not expose a strong hand and that it induces the adversaries to overbid. They, therefore, call two Spades with a hand which would justify two or three Royals.

Experience has proved the wisdom of declaring at the start the full strength (except with a two suit hand) of Hearts or Royals. Of course, the other plan may work well occasionally, but there can be no question that the less frequently it is employed, the more apt it is to accomplish its purpose.

A few examples of the various types of the two Spade calls by the Dealer follow: —

Spades	Ace, King, X
Hearts	X, X, X
Diamonds	Ace, X, X
Clubs	Knave, X, X, X

Spades	King, Queen, X, X
Hearts	King, X, X
Diamonds	Queen, X
Clubs	Knave, X, X, X

Spades	Ace, Knave, X, X
Hearts	King, Queen, X
Diamonds	X, X, X, X
Clubs	Queen, X

Spades	Ace, Queen, X, X
Hearts	X
Diamonds	King, Queen, Knave, X, X, X
Clubs	X, X

Special attention is called to the last example. The hand fully warrants an original Diamond, which is more valuable than two Spades, but if that call be made, unless the partner should call one Royal, the Spade strength cannot thereafter be shown. The hand is sufficiently

strong to make game likely in Royals, if the partner have a little assistance, while the additional trick required to go game in Diamonds may make all the difference.

Suppose the partner hold such a hand as:—

Spades	King, X, X, X
Hearts	Ace, X, X
Diamonds	X, X, X
Clubs	X, X, X

The game is more probable in Royals than in Diamonds. This would be true even without the King of Spades in the partner's hand, if he held four Spades headed by Knave, Ten, and the adverse King could be captured by a finesse.

Of course, the same situation occurs with a similar Spade holding and long Clubs.

The following hand is another example of the class which justifies a higher opening and yet with which two Spades is preferred by modern players:—

Spades	Ace, King, X, X
Hearts	X
Diamonds	X, X
Clubs	Ace, King, X, X, X, X

This hand will readily win the game at Royals if the partner be able to help a little. Even as weak a hand as the following will probably be found sufficient: —

Spades	Queen, X, X, X
Hearts	X, X, X, X
Diamonds	X, X
Clubs	Knave, X, X

The point is that Spade strength of this character can only be shown by the first bid, and when the Clubs or Diamonds are long and strong enough to bid two or three they can be indicated later if the partner do not respond to the Royal invitation.

The partner may often be able to assist a two Spade bid when otherwise he could never declare at all; but if he bid only one Royal, not two, the original two Spade bidder should overbid with two of his long suit.

When the Dealer's other suit is Hearts there is not so much advantage in showing Royal assistance, since it is as easy to go game in Hearts as in Royals, and it is also possible to

give the partner the choice by calling five Spades;[1] but with only four Spades and five or six Hearts, it is not advisable to say that a doubt exists as to which suit should be bid, as that indicates practically equal length and strength.

With four Spades headed by two high honors and strong, long Hearts, it is often a bit of sound declaring to call two Spades first and then Hearts, unless the partner take out with two Royals or call Royals over a Second Hand declaration.

The importance of being able to use the two Spade call in this way has been more appreciated of late than ever before; it thoroughly demonstrates that "Auction of To-Day"[2] stood on sound ground when it assumed an advanced position in demanding that two Spades should be at least as much a call for Royals as for No Trump, and therefore should never be made without the high card strength sufficient to declare one Royal. This position, although some-

[1] See page 240.

[2] See *Auction of To-Day*, pages 38–49.

what disputed at the time, is now generally conceded to be correct.

The tendency of modern Auction is more thoroughly to appreciate the value of Royals[1] as a game-producing declaration and the importance of treating two Spades as a Royal invitation. It is true that the two Spade call is given different meanings in different localities; this is probably because its significance is gradually changing. Starting as simply and solely a No Trump invitation, it next was recognized as showing, in addition, the Spade suit stopped. Now it has become a double invitation, at least as much Royals as No Trump, and the indications are that the future may see it used more as a Royal suggestion than a No Trump request.

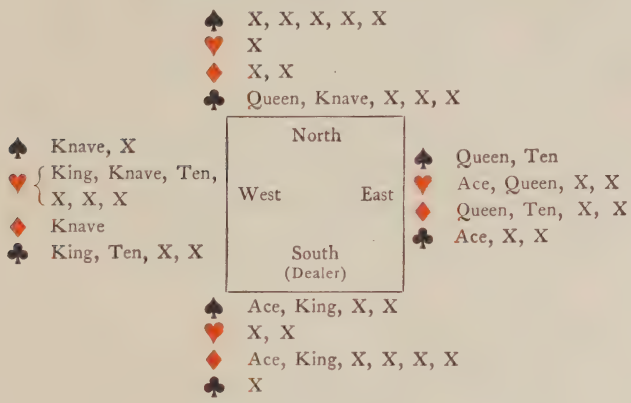
Should it reach that point it will doubtless never be made with less than four Spades. Some players have already limited the bid in that way, but the majority still prefer to give themselves the opportunity of making the call with three Spades, provided the honors be distinctly potential.

[1] See page 434.

The following are examples of two Spade bids by a Dealer who has a two-suit hand:—

EXAMPLE OF A TWO-SUIT SPADE-DIAMOND[1] HAND

The Hands



The Bidding

	South	West	North	East
Round 1	2 Spades	2 Hearts	2 Royals	3 Hearts
2	3 Royals	No	No	4 Hearts
3	4 Royals	No	No	No

North and South make five Royals.

[1] As Diamonds and Clubs, the two minor suits, both require eleven tricks to be won to score game from a love score, the situation in this example would be exactly the same, should the Diamond and Club suits be transposed.

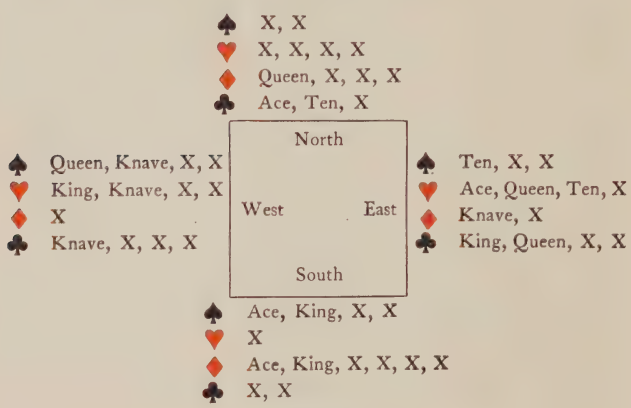
Should the hand be declared the other way, the result of sound bidding would be: —

	South	West	North	East
Round 1	1 Diamond	2 Hearts	No	No
2	3 Diamonds	No	No	3 Hearts
3	No	No	No	

East and West make four Hearts.

It therefore becomes apparent that with the cards distributed as above the winning of the game is determined by the first bid. Note the result when the situation is changed: —

The Hands



The Bidding

	South	West	North	East
Round 1	2 Spades	No	1 Royal	2 Hearts
2	3 Diamonds	3 Hearts	4 Diamonds	No
3	No	No	No	

North and South make five Diamonds.

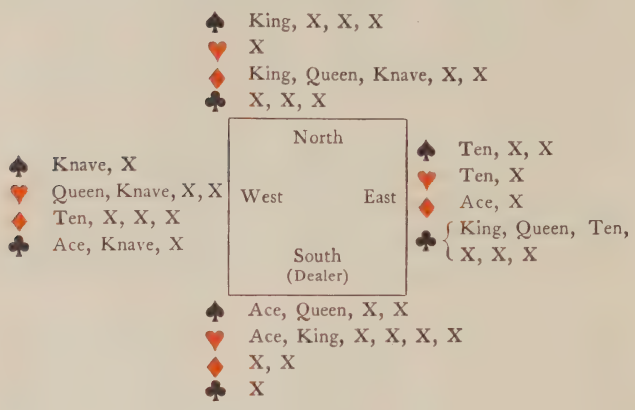
If bid on the other basis the result would be the same: —

	South	West	North	East
Round 1	1 Diamond	No	No	1 Heart
2	2 Diamonds	2 Hearts	3 Diamonds	No
3	No	3 Hearts	No	No
4	4 Diamonds	No	No	No

It is therefore seen that the two Spade opening from a hand of this character materially increases the chance of going game, without doing any damage whatever.

EXAMPLE OF A TWO-SUIT HAND GIVING THE CHOICE BETWEEN A TWO SPADE AND A ONE OR TWO HEART BID.

The Hands



The Bidding

	South	West	North	East
Round 1	2 Spades	No	1 Royal	2 Clubs
2	2 Hearts	No	2 Royals	No
3	No	No		

North and South make five Royals.

North, with four Spades, strong Diamonds, and a singleton Heart, might call two Royals on the first round, which would end the bidding.

The example is given as above so as to show the result even if North be conservative.

Should the bidding be opened differently, the result would be: —

	South	West	North	East
Round 1	1 Heart	No	2 Diamonds	No
2	2 Hearts	No	No	No

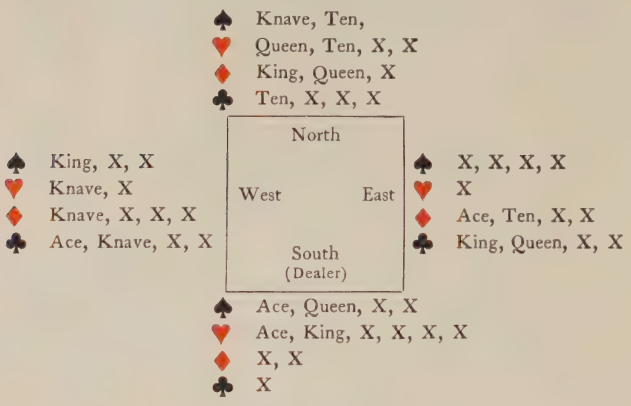
North and South make three Hearts.

A bid of three Clubs by East would not affect the result. Should South (Round 2), after his partner shows weakness in Hearts, shift to two No Trumps, he would fail to make his contract.

Should South open with two Hearts, a natural bid, but not so advisable with Spade strength, there probably would be no other declaration. The game can only be made by an opening call of two Spades.

Should it happen that North is stronger in Hearts than Spades the use of two Spades as an opening bid would not affect the result, as will be seen by shifting North's cards: —

The Hands



The Bidding

	South	West	North	East
Round 1	2 Spades	No	1 Royal	No
2	2 Hearts	No	No	No

North and South make four Hearts.

The same result is reached if North bid one No Trump, as South must overcall that declaration in the same way.

It is therefore seen that when the partner cannot materially help the Spades, the declaration gets back to Hearts just as surely as if that suit had been the opening bid.

One of the greatest advances in modern declaring is the recognition of the importance of indicating a two-suiter, whenever possible, and the two Spade call is doing its full share toward accomplishing that purpose.

TWO SPADES SECOND HAND

The only difference between the bid of two Spades Second Hand and by the Dealer is that the Second Hand has the privilege, not possessed by the Dealer, of doubling one Spade, so that he can show the length of his holding more accurately.

With the high card holding which would justify the Dealer in bidding two Spades, the Second Hand should double if he have only three Spades; should bid two Spades if he hold four.[1]

The two Spade bid by the Second Hand shows both high Spades and four in suit; it is, therefore, more of an invitation for a Royal than a No Trump. This positive information that the hand contains four Spades is often most valuable.

[1] For detailed discussion of this declaration, see *Auction of To-Day*, pages 65–69.

The following examples show a number of Second Hand holdings and the proper declaration in each case:—

EXAMPLES OF SECOND HAND HOLDINGS

Holding		*The correct bid over one Spade*
Spades	Ace, King, X	
Hearts	Ace, X, X, X	Double
Diamonds	Queen, X	
Clubs	X, X, X, X	
Spades	Ace, King, X, X,	
Hearts	Ace, X, X	2 Spades
Diamonds	Queen, X	
Clubs	X, X, X, X	
Spades	Ace, King, X, X, X	
Hearts	Ace, X	1 Royal
Diamonds	Queen, X	
Clubs	X, X, X, X	
Spades	Ace, X, X	
Hearts	Ace, X, X, X	Pass
Diamonds	Queen, X	
Clubs	X, X, X, X	
Spades	Queen, Ten, X, X	
Hearts	Ace, X, X	Pass
Diamonds	Queen, X	
Clubs	X, X, X, X	

TWO SPADES, THIRD HAND

This bid, in the old days when the partner's one Spade could not be allowed to stand, was the recognized weakness take-out; now it is rarely employed, as the modern Third Hand player, when weak, does not overbid one Spade.

As a general rule, when the partner has called one Spade, it is wiser for the Third Hand to pass if two Spades be his best bid. With such a hand as —

Spades	Ace, King, X
Hearts	Ace, X, X, X
Diamonds	Queen, X
Clubs	X, X, X, X

which is a perfectly sound two Spades by the Dealer and a conventional double of one Spade by the Second Hand, it is not advisable for the Third Hand to bid at all. The hand has just three tricks; the partner cannot be strong. It is therefore most foolish to risk a declaration which cannot do much good and which throws

away the protection of the law limiting the liability to one hundred.

If, however, the Third Hand have a strong two-suit holding of the general character of those shown on pages 221 and 224, two Spades becomes a sound Third Hand declaration.

TWO SPADES, FOURTH HAND

The comment upon this bid when made by the Third Hand applies with even greater force when one Spade is passed up to the Fourth Hand. Unless the fourth bidder see a reasonable chance for game, it is better for him to accept the 25 to 1 odds offered and allow the Spade to stand.

Any ordinary two Spade bid would be ridiculous, and even with the Diamond-Spade holding given on pages 221 and 222, the conservative Fourth Hand would pass (at a love score) and try for the 100. With such a hand, however, as the Heart-Spade holding given on pages 224–26, the chances for a game are much better and the two Spade call would be perfectly sound.

THREE AND FOUR SPADES

These bids, while possibly the least important, are unquestionably the most simple of the Spade family.

Before the days of informatory bidding, a Dealer called two of either of the game-going suits, Hearts or Royals, whenever he wanted that suit and no other to be the trump, but his declaration did not mean that his hand contained high cards, even in the suit he named. It, therefore, often deceived the partner.

When the modern school of declaration first advocated the necessity of a bidder holding either the Ace or King of the suit originally declared, and proposed that, with long, weak suits, the declaration should be delayed until a later round, objection came from some sources upon the ground that a hand might not be strong enough to call two Hearts or Royals on the second round of the bidding, and yet had one been named at the start the showing of length in that suit might have given the partner all the

information necessary to support such declaration and eventually go game.

It was also contended that a strong hand which postponed its bidding until a second round because it did not hold either Ace or King, might be left in with one Spade.

Modern invention has met and routed these objections. The original Declarer now calls three Spades to show long, weak Hearts, and four Spades to show long, weak Spades.

These bids announce length and weakness in the suit named. They negative the presence of the Ace and make it unlikely that the King is in the holding, but they mark the length of the suit as at least five cards, probably more, and announce additional assistance.[1]

They are, however, bids of a different character from any other original declaration, and

[1] The amount of additional assistance necessary to justify these bids varies with the strength of the long suit. With Queen, Knave, Ten, X X X, much less is needed than with Knave, X X X X. In the former case one Ace would seem sufficient; in the latter at least three sure high card tricks should be in the hand.

while they guarantee four tricks at least, and probably more, if the suit suggested be trump, they do not make any specific high card showing nor give assurance of material assistance for any other declaration.

As both Royals and Hearts are game-going suits, each requiring ten tricks to score game, the two bids are made under the same circumstances. These calls become of great benefit when the partner happens to hold the Ace or King or both of the long suit of the Declarer, or when he also has some length in that suit. They have the same meaning whether made by Dealer, Second, Third, or Fourth Hand, although for reasons above stated[1] a Fourth Hand holding is not apt to justify such a bid.

A few examples of hands which make these bids advisable follow.

[1] See page 230.

EXAMPLES OF BIDS OF THREE AND FOUR SPADES*

Holding		*Bid*
Spades	Knave, Ten, X, X, X, X	
Hearts	X	4 Spades
Diamonds	Ace, Queen, X	
Clubs	King, X, X	
Spades	Queen, Knave, Ten, X, X	
Hearts	X, X, X	4 Spades
Diamonds	King	
Clubs	Ace, Knave, X, X	
Spades	X	
Hearts	Queen, X, X, X, X, X	3 Spades
Diamonds	Ace, X	
Clubs	King, Ten, X, X	
Spades	X, X	
Hearts	Knave, Ten, X, X, X, X	3 Spades
Diamonds	Ace, X	
Clubs	King, Queen, X	

* With hands much weaker than those given in the examples one Spade should be the bid. Such a holding as

Spades	Knave, X, X, X, X, X
Hearts	Ace, X, X
Diamonds	X, X
Clubs	X, X

does not warrant any other declaration.

These calls, of course, follow the invariable rule of all declarations of more than one Spade, and make a take-out by the partner obligatory. He must overbid even with a complete "bust." With this unfortunate holding, he must call one

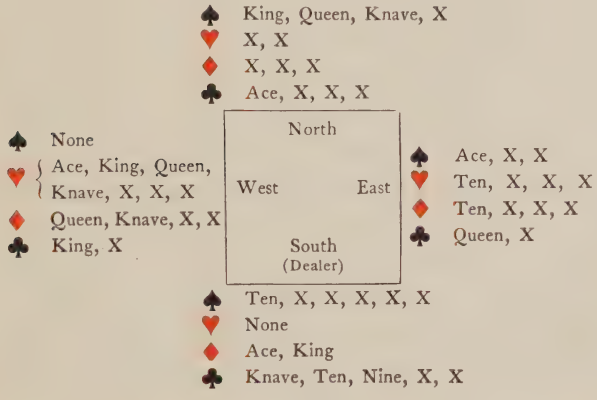
Heart over three Spades, and one Royal over four Spades.

If he have strength in the suit suggested, he should bid two, if great strength, three.

A player who has announced long, weak Hearts or Spades, when taken out by his partner with a bid of one in the suggested suit, should never increase the bid except upon the strength of his own hand. His partner's bid obviously does not guarantee any assistance.

The following is an example of the advantage of a bid of 4 Spades:—

The Hands



The Bidding

	South	West	North	East
Round 1	4 Spades	3 Hearts	3 Royals	4 Hearts
2	4 Royals	No	No	No

North and South make five Royals.

If South start with one Spade, the call of three Hearts by West must stand, and East and West will make four Hearts.

Another example taken from actual play follows.

The Dealer held —

Spades X, X, X, X, X, X
Hearts X, X, X
Diamonds Ace
Clubs King, Queen, X

The partner's hand was —

Spades Ace, King, X, X
Hearts None
Diamonds X, X, X, X
Clubs Knave, Ten, X, X, X

If the Dealer start this hand with four Spades, he scores a Small Slam in Royals; if one Spade be his initial effort, an adverse bid of three Hearts must stand and an adverse game result.

THE BID OF FIVE SPADES

As soon as the formulators of the present high Spade system began to round it into shape, it became apparent that it would be advantageous to give to the secondary bid of five Spades at least two different meanings. It was, therefore, suggested in the Appendix to the Fifth Edition of "Auction of To-Day" that, in order to avoid confusion, five Spades should not be used as an original call. With this idea, however, the best Auction sentiment in the country did not prove to be in accord. It was argued that by making an original declaration of five Spades mean a hand in doubt whether to bid Hearts or Royals, the call of three Spades, which "Auction of To-Day" had assigned to cover this situation, would be left open for long, weak Hearts and an additional and most important meaning added to the high Spade system.

Most players interested in the subject concluded that the expert would readily be able to distinguish the different meanings of five Spades,

while the novice had better leave the whole Spade system severely alone, and, therefore, the plan sure to produce the best results for the good player, even if it be the most complex, should be adopted. This sentiment resulted in five Spades being utilized both as an original and a secondary bid.

In attempting to grasp all the features of this declaration, the student must first realize that the bid of five Spades, as now used, has three distinct and dissimilar meanings.

It depends entirely upon when the bidder calls five Spades, what he means by his declaration. Under one set of conditions it is just as different from either of the others as, for example, are the three meanings given by the English language to the different spellings of one simple word, "two," "too," and "to."

These three situations, for the sake of simplification, may be divided into two main heads; (*a*) when the bid is used before an adversary has made any declaration except one Spade; (*b*) when used after an adversary has bid a suit or No Trump.

To make the classification complete, (*b*) should be subdivided by whether the adverse declaration be a No Trump or a suit and thus we get the three different situations, in which the same declaration, five Spades, is given three separate and distinct meanings.

The first case (*a*) five Spades, used before an adversary has made any declaration other than one Spade, occurs: —

(1) When a Dealer declares five Spades.
(2) When any player bids five Spades over one Spade.
(3) When any player overbids his partner's one Club, one Diamond, or one No Trump by calling five Spades.

In all these situations the Declarer is either making an original call or taking out a bid made by his partner. In other words, it is distinctly an initial attack and not even partially a defense against an adverse declaration.

Whenever this is the case, the meaning is exactly the same, viz.: "My hand justifies a declaration of either Hearts or Royals, but the

strength of the two suits is so evenly balanced that I am in serious doubt which to select. I want you to choose, as you know which you can the more effectively aid, and I am strong enough to command you to bid two of that suit."

Now let us consider this system as applied to the different situations.

Five Spades is declared by the Dealer or by any player over one Spade when the bidder has long Spades and Hearts, both suits strong enough to declare. With such a holding, he generally is warranted in directing his partner to call two of the suit in which he is the stronger; but as the partner may be very weak, this declaration should not be made with less strength than would justify bidding two originally.

It may be argued that the use of this bid is unnecessary, as, with the holding in question, it is possible to call first one Royal and then over any other bid to declare two Hearts, thus giving the partner the chance to say two Royals if he prefer Royals to Hearts, or to allow the bid to stand if he prefer Hearts to Royals. This plan

conveys exactly the same information given by the declaration of five Spades. The trouble is that it will not always work.

Neither adversary may be able to declare, and the partner may hold a hand more helpful for Hearts than Royals, yet not strong enough to over-call one Royal with two Hearts. If the original Heart-Royal holding could be accompanied by a guarantee of a take-out, it would be unnecessary to encumber the code of declarations by using five Spades to indicate that combination, but as the original declarer under such circumstances is frequently left in with one Royal, the five Spade bid is of distinct value.

A couple of examples will readily demonstrate this proposition.

Suppose the Dealer hold —

Spades	Ace, Queen, X, X, X
Hearts	Ace, Knave, X, X, X
Diamonds	X, X
Clubs	Ace

And that his partner's hand is —

Spades X
Hearts Queen, Ten, X, X
Diamonds X, X, X, X
Clubs King, Queen, X, X

Should the Dealer call five Spades, the Third Hand bids Hearts and the game is practically assured. On the other hand, should the Dealer start with one Royal, it is very likely that he will not be overbid and the game will not be won.

The following hand was played at a prominent club in an Eastern city: —

The Dealer held —

Spades King, Queen, Ten, X, X
Hearts Ace, King, X, X, X
Diamonds X, X
Clubs X

His partner held —

Spades X
Hearts X, X, X, X
Diamonds Ace, Ten, X, X
Clubs Knave, X, X, X

As the cards happened to be, if the Dealer had bid one Royal with the idea of going to two

Hearts on the second round, he would have been left in, and whether he succeeded in making his declaration of one would have been a close question depending on the play : as it happened, he called five Spades, and as all the adverse Hearts dropped in two rounds, the game was won.

The only trouble with five Spades used in this way is that it is apt to be abused. A Dealer who holds five Spades headed by Ace, King, Queen, and five Hearts headed by the Queen, is not in doubt which to bid ; nor is a Dealer who holds five Hearts headed by Ace, King, and four Spades with the King, Queen, the only honors placed in a position in which he should tell his partner that he has about equal strength in the two suits ; yet in many such instances the novice in the high Spade system will make the five Spade call, apparently failing to realize that his partner may be equally weak in the two suits, in which case, with such a distinct percentage in favor of one, he should not place it in the power of his partner to direct that the other be played.

It is still more absurd with Spades and Hearts of equal length, but neither of sufficient strength to warrant a declaration of one, to demand that the partner bid two. With such a hand as five Spades headed by a Knave, five Hearts headed by a Queen, and little side assistance, the use of the five Spade bid is suicidal. In such case, the hand may justify the use of three Spades to show long, weak Hearts, that depends upon the extent of the side strength; but it must always be remembered, as between low and high Spades, that three and four Spades do not command the partner to bid more than one, whereas five Spades demands a call of two. A player should never force his partner, who may have a "bust," to bid two unless fully warranted in making that call himself without encouragement from the partner. Some players construe an original five Spades to mean help in either Hearts or Royals and make the bid with a most indifferent holding.

This is really the height of folly. The bid has no such significance. What it does say is, "I have both makes and am in doubt which to

declare." It does not say, as many appear to think, "I can help either a Heart or Royal, if you have such a declaration"; nor does it convey any such meaning as, "I have a worthless hand, unless you happen to be strong in one of my long suits; therefore, although the chances are against your having such strength, I am determined to force you to bid two, and consequently will probably give the adversaries a few hundred, merely for the purpose of demonstrating that I am familiar with the high Spade bids."

The following hands show the strength required for an original five Spade declaration, and also cases which do not justify it. When there is sufficient strength to warrant the call it is apt to prove most effective, as even with a "bust" the partner can probably help one suit more than the other.

Spades	King, Queen, X, X, X	A perfect example of a five Spade bid: much safer than a No Trump.
Hearts	Ace, Knave, X, X, X	
Diamonds	None	
Clubs	King, Knave, X	

Spades	Ace, King, X, X, X	Another sound example of the bid.
Hearts	Ace, Knave, X, X, X	
Diamonds	Ace, X	
Clubs	X	

Spades	King, Ten, X, X, X	A border-line hand. The conservative bidder would favor starting with three Spades, but the bold player would prefer to risk a call of five.
Hearts	Queen, Knave, Ten, X, X	
Diamonds	Ace, Knave, X	
Clubs	None	
Spades	Queen, Ten, X, X, X	Not strong enough for five Spades, but about right for three.
Hearts	Queen, Knave, Ten, X, X	
Diamonds	Ace, X, X	
Clubs	None	
Spades	Knave, X, X, X, X	Too weak for any bid but one Spade.
Hearts	Queen, X, X, X, X	
Diamonds	Queen, X	
Clubs	Queen	
Spades	Ace, Knave, Ten, X, X	Not a case of doubt; the honors decide the question and make it a Heart bid.
Hearts	Ace, King, Queen, Ten, X	
Diamonds	X, X	
Clubs	Queen	
Spades	Ace, King, X, X, X, X	Probably a fair case of doubt, the extra Heart honor offsetting the difference in length.
Hearts	Ace, King, Queen, X, X	
Diamonds	X	
Clubs	Queen	

FIVE SPADES CALLED OVER A PARTNER'S DECLARATION OF ONE CLUB, ONE DIAMOND, OR ONE NO TRUMP

The call of five Spades over a partner's bid of one Club, one Diamond, or one No Trump is seldom used, but when the hand does occur which justifies such a declaration, it is found to

be exceedingly effective. Being made before an adverse announcement, it has the same significance as the original bid, viz., "Doubt between Hearts and Royals." Suppose the partner start with one Diamond, and Declarer hold such a hand as Ace, King, and three other Spades, King, Queen, Ten, and two other Hearts, one small Diamond, and two small Clubs, he should not call No Trump with a risk of long Clubs being run against him and game almost sure in the major suit to which his partner can give the greater assistance. If he bid either one Heart or one Royal, he may not guess the suit which his partner can the more effectively aid. The five Spade bid tells the whole story, and gives the partner a chance to select either of the two major suits. Of course, if the original bidder have command of the Clubs as well as the Diamonds, and cannot aid either Hearts or Spades, he can then jump into a No Trump declaration which under such conditions would be more profitable, and perfectly safe.

A few examples follow:—

FIVE SPADES OVER PARTNER'S BID OF ONE DIAMOND OR CLUB

Spades	Ace, Queen, X, X, X	Five Spades is the only sound bid with this holding.
Hearts	King, Knave, X, X, X	
Diamonds	X	
Clubs	X, X	
Spades	King, Ten, X, X, X	At first glance seems a little weak, but as the partner has shown strength the bid is warranted
Hearts	Queen, Knave, X, X, X	
Diamonds	X	
Clubs	Knave, X	
Spades	Queen, Ten, X, X, X, X	Not a case of doubt; four Spades should be bid.
Hearts	Ace, King, X, X	
Diamonds	X	
Clubs	X, X	

FIVE SPADES OVER PARTNER'S NO TRUMP

The only other five Spade bid with the Heart-Royal meaning is the case in which the partner has called No Trump, and the declarer being long in both major suits, but defenseless in Diamonds and Clubs, prefers a suit declaration and is in doubt which to call. Should he bid either, he will doubtless stay in, and it is, of course, an even guess whether he select the suit that his partner can the more effectively aid. In such a situation, rare though it be, the five Spade call is of the greatest possible value.

A few sound examples of the five Spade bid over a partner's one No Trump follow: —

Spades	King, Knave, X, X, X
Hearts	Queen, Knave, X, X, X
Diamonds	X, X
Clubs	X

Spades	Ace, X, X, X, X
Hearts	Queen, Knave, X, X, X
Diamonds	X, X, X
Clubs	None

Spades	Knave, X, X, X, X
Hearts	Ten, X, X, X, X
Diamonds	Queen, X, X
Clubs	None

The last of the three hands above given was actually played. The Dealer had called No Trump with —

Spades	King, X
Hearts	Ace, King, Queen
Diamonds	Ace, King, X, X, X, X
Clubs	X, X

In this case, as the cards happened to lie, either No Trump or two Royals would have been

badly beaten, but two Hearts made one trick over game. The only route by which two Hearts could be reached was the five Spade call.

In this connection it may be mentioned that the partner having called No Trump, five Spades should be bid in every case in which the declarer holds five Royals and five Hearts of equal or nearly equal strength, regardless of whether they both contain high honors, medium honors, or no honors.

FIVE SPADES AS A SECONDARY BID

We now pass to the consideration of the cases in which five Spades is used after an adverse declaration, and for this purpose the student must obliterate from his memory, for the time being, the fact that five Spades has anything to do with a Heart-Royal combination. Once the adversary speaks in the line of attack the original meaning is wiped out. Five Spades then becomes a combination of defense and offense, and the message it gives depends upon the

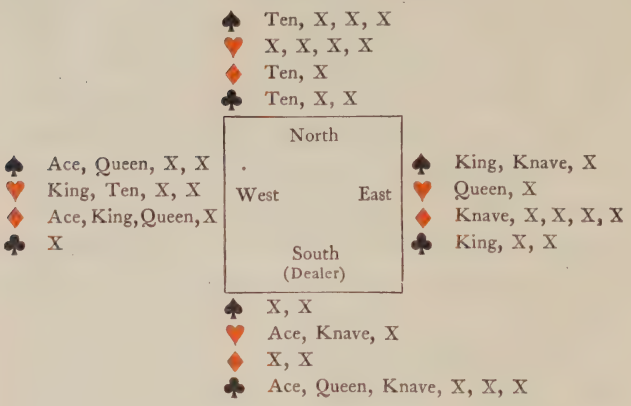
character of the declaration after which it is called.

When the adversary bids one of any suit and the Declarer has strength in the three remaining suits, but not the length for a declaration in either Royals or Hearts, a hand with which he would most unhesitatingly and confidently declare No Trumps, were it not for the fact that he cannot stop the suit the adversary has named, a most valuable five Spade bid presents itself. In this case, the Declarer is anxious to play No Trump, provided his partner can take care of the adverse suit, but if his partner be unable to stop that suit he would rather play whichever suit his partner can most effectively assist. It may be that the partner can stop the adverse suit if it be led up to him, but not if it be led through him.

After an adverse suit bid, therefore, the meaning of five Spades is, "I would have called No Trump had not this suit been named by my adversary; if you have it stopped, bid two No Trumps; if not, two of your strongest suit."

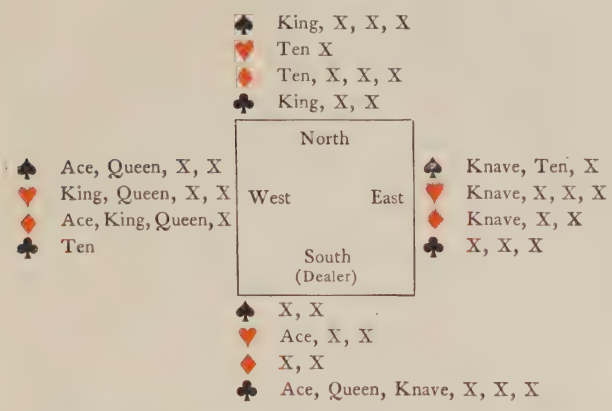
Two illustrations of this situation follow: —

The Hands



The Dealer bids one Club. Should West call No Trump the contract would fail by one, but by bidding five Spades he commands East to declare two No Trumps if he have the Clubs stopped; if not, two of his best suit. East having the Clubs stopped, if led up to him, although not if led through him, bids two No Trumps and scores an easy game.

The Hands



The Dealer bids one Club. West has several possible bids. Should he call No Trump, he would lose 100; should he bid one Diamond, he would make his contract, but not come near game; should he pass (a hardly conceivable supposition), South would make his contract; but by calling five Spades, which forces East to two of his longest suit, viz., Hearts (he being unable to stop Clubs), the game is won.

The third and last use of five Spades, also defensive as well as offensive, is after an adverse No Trump. It has been found by all Auction

players that with the weak No Trumpers now in vogue, it often happens that an adversary of the No Trump maker also has a No Trump hand, possibly a much more potent holding than the original. This situation is quite embarrassing; suppose the Dealer bid one No Trump and the Second Hand have five or six tricks, but without such commanding strength and length in Hearts or Royals that he can bid two of either. If he pass, the one No Trump is sure to stand, and if his partner have any strength, he may get a paltry 50 or 100 penalty, but lose a chance for game and rubber.

On the other hand, if he make the bid universally recognized before the introduction of the high Spade Conventions, viz., two No Trumps, and his partner have a "bust," he is apt to lose 200 or 300 and receive a lecture on the subject of venturesome bidding. If, however, he bid five Spades, meaning, "I have a No Trump also with at least five tricks; bid two No Trumps, or two of your best suit as you prefer," every possible advantage is realized and the danger of a heavy loss minimized.

Even if the partner have a "bust," he must have at least one long suit, and the partnership is much better off playing two of that suit than two No Trumps. When the Second Hand calls two No Trumps over one No Trump by the Dealer, he takes upon himself a serious contract. No matter how weak the partner may be, he cannot rescue, as to do so he must bid three (four, if his suit be Clubs), entirely too venturesome a proposition for a "bust" hand to consider.

It is quite true that, like all other scientific declarations, this call may be grossly abused. A player holding a light No Trumper, with at best three or four tricks, who takes a chance with a five Spade declaration over an adverse No Trump, is apt to meet the punishment he thoroughly deserves. So, too, is the Fourth Hand who, knowing that he has a No Trump over him, makes the bid without great strength. It should never be made with less than five tricks, but should always be made in preference to bidding two No Trumps if the hand contain less than eight tricks.

It is so easy to misuse this bid, and when this happens the results are apt to be so disastrous, that incompetent and thoughtless critics frequently cite it as the one losing bid of the system. The truth, however, is that its losses are almost invariably due to inexperience or recklessness, and when properly handled, it adds many a rubber to the score of those who know when to employ it.

It cannot be a losing proposition, if only called into play when holding a hand which otherwise would demand a two No Trump call, as it is a much safer declaration.

A few examples follow of hands which would justify five Spades Second Hand over a Dealer's No Trump.

Holding		*Bid*
Spades	King, Knave, X, X	In the event of the partner bidding two Diamonds, this hand should call two No Trumps.
Hearts	Ace, Queen, X, X	
Diamonds	Queen, X	
Clubs	King, Knave, X	
Spades	Ace, Knave, X, X	In the event of the partner bidding two Clubs, this hand should call two No Trumps. In both this case and its predecessor, it is important to give the partner the chance to bid two Royals or Hearts.
Hearts	Ace, Queen, X, X	
Diamonds	Ace, Queen, X, X	
Clubs	X	

The following was given as a "query hand" in the Auction department of a New York paper: —

With score, 27–20 — rubber game, Dealer bids one No Trump.

Second Hand holds —

Spades	King, Queen, Ten, X
Hearts	Ace, King, X, X
Diamonds	Queen, Ten, Nine, X
Clubs	X

The query was what should be bid. The answers were about evenly divided between two Royals and two Hearts, although some favored passing.

The editor (an expert writer and player) favored Royals, as that suit contained an extra honor, and if high Spades are not to be considered, few will question his judgment.

Analyzing the case from the five Spade standpoint, it will be found that two in any suit will win the game. The game is most probable if the partner's long suit be Diamonds, Hearts, or Royals if he select the trump, but if the Second

Hand attempt to guess and pick his partner's weakness, he will almost surely go down. If the Second Hand call two Royals (his best guess), it is practically sure that the partner cannot overbid.

Should five Spades be declared and the partner name Diamonds, Hearts, or Royals, the situation would be easy, but even if he bid two Clubs, the Second Hand can then safely call two No Trumps, or if he be a conservative bidder with a sound partner can say two Diamonds. This bid would mean, "When I said five Spades, I told you I had a No Trump also; but your Club bid does not suit me; I much prefer either of the other three suits; let the Diamond alone if you are stronger in that than in either Hearts or Spades, but if you prefer Hearts or Royals to Diamonds, say so."

With such a bid a clever Fourth Hand would mark the Second Hand as holding four Diamonds, four Hearts, four Spades, and one Club. This would be practically certain, as a five-card suit would have been called at once. With this knowledge, the Fourth Hand on his second bid

cannot go wrong and the height of science in informative bidding has been achieved.

THE BIDS OF SIX AND SEVEN SPADES

The bids of six and seven Spades are so similar that they can best be considered together. As has been previously suggested, any confusion between these bids can be overcome by the simple expedient of remembering that seven Spades is of necessity the highest Spade bid possible and that it represents the highest possible combination hand, viz., one which warrants a call of either No Trumps or Royals and makes the Declarer uncertain which to select. Following out the same line of thought, it is easy to remember that next to the highest combination, viz., doubt between No Trumps and Hearts, is indicated by six Spades, the next to the highest Spade declaration.

After the mind once grasps this idea, the meaning of six and seven Spades can never be forgotten. Just as with all other high Spade bids, a little practice in the use of six and seven Spades greatly simplifies the question and makes

comparatively easy a subject that at the start impresses many players as being so complicated that the task of mastering it appears almost hopeless.

Unfortunately for the "plus score" of a player, original calls of six and seven Spades are not of frequent occurrence. They are only made when the Declarer is in doubt whether to start with a No Trump or with one of the two major suits.

What is meant by being in doubt can probably best be explained by giving a few examples. Before so doing, however, it seems advisable to call attention to a common Auction characteristic that deserves consideration.

The first object of every player should be, if his hand warrant it, to name a declaration which insures game; if he cannot do that he should try to give his partner such information that he may be able to assume intelligently the rôle of "Bidder in Chief." In spite of this, a remarkable trait is possessed by many otherwise brilliant players, viz., that most prevalent desire to bid a weak No Trump in preference

to a strong declaration in one of the two game-going suits.

There are a number of explanations for this: —it is a much easier task to get every possible trick out of a hand played without a Trump than it is when questions of ruffing have to be considered; the No Trump is the highest and most spectacular declaration and some players seem so greatly to enjoy starting a hand with that announcement that with any possible excuse for so doing they cannot resist the temptation.

This comment is not aimed at the poor player; he is naturally and properly extremely timid in his original calls, but is intended rather for those who, while they may not have had the benefit of a wide Auction experience, have, by reason of their admitted superiority over the others with whom they cross swords in their respective club or social games, become recognized as local authorities.

How often do we hear such players announce the doctrine that in nine hands out of ten game can only be reached from a love score via the No Trump route. This idea became firmly

lodged in the minds of these players during the days of the old count, and as they, although brilliant exponents, are not really students of the game, they have never analyzed the present situation. They, of course, bid Hearts or Royals with a big hand when they have notice as to which is the adversaries' suit and realize that they cannot stop it; but originally, regardless of the strength or length of their Spade or Heart holding, it is always "No Trump" if they have three suits stopped.

It seems strange that players of this caliber do not calculate upon the basis that it only takes ten tricks to go game in a Heart or a Royal, while it requires nine in a No Trump; that a long adverse suit is often run against a No Trump, and yet this disaster cannot overthrow a strong Heart or Royal; that unless the Hearts or Spades be "solid," the small cards may prove trick-takers if a suit be declared, yet worthless at No Trump.

How often is a No Trump bid by the Dealer, two of some suit called by an adversary, and then either the Dealer or his partner bids two

Hearts or Royals and wins a handsome game. After this play comes off, we hear some such self-congratulatory remark as, "It is a good thing we had sense enough to shift from No Trump to Hearts; it would have been a frost at No Trump."

Having thus patted himself on the back, the self-satisfied player proceeds to bid No Trump on the next hand if the conditions be the same, never realizing that he will not have the opportunity of making his skillful shift to his game-going suit unless one of his adversaries be kind enough to bid.

It is not all one-sided, however, and the "blind" No Trump bidder may hit it exactly right. It may be that his partner can help a No Trump by filling up the weak places and cannot materially assist a particular suit. If the partner have considerable strength in Diamonds or Clubs, his hand is apt to aid a No Trumper much more than it will either Hearts or Royals.

It therefore becomes evident that with any of the holdings given below it is a gamble

whether it be better to play the hand with or without a trump. The partner can easily decide, but unless he be advised as to the status of the situation the chances are that he will not be strong enough to intervene.

When a Dealer bids one No Trump, his partner with, for example, a single Club or Diamond and four Hearts or Spades, cannot call two Hearts or Royals. Yet under such conditions the hand might result in a Small Slam if the suit in question be the trump and yet perchance only an odd in the No Trump. Similarly, if the Dealer seize the other horn of his dilemma and name his long suit, he may find his partner weak in that suit, but not quite strong enough to call No Trump over a game-going suit, and the chance of scoring an easy game at No Trump may promptly vanish.

A few cases in which a serious doubt exists follow: —

Spades	Ace, Queen, X
Hearts	King, Knave, X, X, X
Diamonds	Ace, X, X
Clubs	Queen, Knave

Spades	Ace, King, Queen, X
Hearts	King, Knave, X
Diamonds	Ace, Queen, X
Clubs	Queen, X, X

Spades	King, Ten, X, X, X
Hearts	Ace, King, Queen
Diamonds	Ace, Knave, X
Clubs	Queen, Knave

Spades	King, X
Hearts	Queen, Knave, Ten, X, X
Diamonds	Ace, Queen
Clubs	King, Knave, X, X

Any player could continue this list of examples indefinitely, and if his memory be good could give many such instances from personal experience.

The bids of six and seven Spades eliminate this doubt, this chance of making the wrong guess.

The new system puts the situation up to the partner, who knows and who in practically one hundred per cent of the cases gets it right.

The full message sent across the table by six or seven Spades is about as follows: "I have

long Spades (if I bid 7), long Hearts (if I bid 6), and a No Trump holding. My long suit is not necessarily established or nearly established. My hand, however, is sufficiently strong to justify forcing you to bid two in either declaration, and as I am in serious doubt whether we had better play this hand with or without a trump, I am 'bridging' the decision by passing it to you."

It will be noticed that six and seven Spades can be bid with hands, which, by reason of the absence of both the Ace and King of the long suit, would not justify either a Heart or Royal as an original call; in any such case when the strength is not sufficient to justify demanding that the partner bid two, the wiser start is three or four Spades, but any hand which has the strength to warrant a bid of two by the Declarer, in the event of his partner failing to assist him, justifies an original six or seven Spades.

It is axiomatic that with six and seven Spades, just as has already been fully explained in the matter of the original five Spade bid, there must be a real doubt.

When either declaration is clearly indicated as distinctly more advantageous than the other, it is a mistake to use high Spades. In the first place, the partner is misled, and, in the second, under these circumstances, if the partner be very weak (a condition quite probable and for which full allowance must be made), he has at best a bad choice. When the partner cannot materially help either declaration, it is, of course, important, if the original Declarer have more strength in one than the other, that the stronger be played.

Suppose a player with

Spades	Ace, King, Queen, Ten, X, X
Hearts	Ace, X, X
Diamonds	King, X, X
Clubs	X

should call seven Spades, it is almost certain that his partner cannot help Royals, so with a little Heart and Diamond strength he will have to bid two No Trumps; yet the hand might go down at No Trump, but be good for four Royals with potential honors.

This is not a case of doubt, it is a self-evident Royal declaration.

WHO MAY MAKE THESE BIDS

Six and seven Spades to indicate their respective combination meanings, may be bid by the Dealer, by any player over one Spade, by a player over partner's suit (in which case the call generally indicates weakness in that suit), and over an adversary's one in a suit. When the bid is over an adverse suit, such suit must be thoroughly stopped; otherwise five Spades or one of the major suits should be called.

Theoretically six or seven Spades can be called over an adverse No Trump, but the holding which warrants such a declaration is so very unusual that serious consideration of this situation seems totally unnecessary.

Over partner's one No Trump, however, six and seven Spades come into play more frequently and are of greater value than in any other situation.

THE MOST IMPORTANT PART OF THESE BIDS

Every player will remember innumerable occasions when, after his partner has called No Trump, he, being able to aid the No Trump, and having five or more Hearts or Spades, has been in grave doubt whether to take out the No Trump or allow it to stand.

In such case if the original Declarer be without strength in the suit in question, the No Trump will be the better, but, on the other hand, if he have aid for the suit and both hands are without a stopper in some undisclosed adverse suit, a sure game, had the suit been called, is lost by the policy of silence. The Third Hand, however, realizes that should he bid two Hearts or Royals, his partner cannot go to two No Trump, if the make do not suit him, as it may be a trickless rescue.

It is from situations just such as this that the expression, "Too strong to take you out," originated. "Auction of To-Day" characterized this expression as unfortunate, and advocated taking out with strength whenever

the danger of solid adverse Clubs or Diamonds threatened.

For several years experts have watched this situation closely, and the best opinion now seems to be that it is pretty nearly an even thing whether or not such a take-out will work well.

The bids of six and seven Spades, however, completely meet the situation.

When the partner has material assistance, it does not do the least harm to force the original No Trump bidder to two of whichever declaration he prefers after learning the details concerning his partner's strength. As he will play the hand, any weakness of his original bid will not be exposed, and he will not feel that his partner is trying to deprive him of the privilege and pleasure of playing the dummy.

Furthermore, and this is one of the important features of the system, two Hearts or two Royals must hereafter, when called by a skilled Declarer, assume a new meaning. Formerly, for most players, such a bid said, "I may be taking you out with strength or weakness; use your

judgment, whether to let my declaration stand or call two No Trumps." Now such a bid is a positive averment to about this effect: "I am satisfied this hand should not be played at No Trump, and I am letting you know that I cannot help your No Trump. If you go back to it, you do so entirely on the strength of your own hand, and in spite of my energetic waving of the red flag." This positive information, which may now be given by two Hearts or two Royals, is one of the most valuable parts of the system.

Of course it was not to be expected that all the features of a bid of this complicated character would at first be fully and generally appreciated.

Some writers have interpreted six and seven Spades as showing weakness in the other of the major suits. Such weakness is quite possible, but not necessarily implied by the bid. For example, the Dealer bids No Trump, and the Third Hand holds five Hearts headed by King, Knave, and the Ace and King of Spades. Of course this will help the No Trump, and is also a power-

ful Heart holding; so it is a six Spade call, but it does not negative Spade strength. On the other hand, with the same Heart holding, only one small Spade, and the Ace and King of Clubs, the bid would be the same; it therefore is obvious that it does not make any definite showing regarding strength or weakness in the other major suit.

Another error that has appeared is the statement that the bid of six or seven Spades shows strength in Hearts or Spades only, as with any other strength the hand should pass one No Trump.

The theory that a hand with strength in more than one suit should never overbid a partner's No Trump must emanate from a mind that has not seriously studied the possibilities of the situation, but as it has been given to the public, it requires some attention.

Take such a holding as—

Spades	Ace, X, X, X, X
Hearts	King, Knave, X
Diamonds	King, X, X, X, X
Clubs	None

The partner has bid one No Trump. He may hold, for example: —

Spades	King, Queen, Knave
Hearts	Ace, Queen, X, X
Diamonds	Ace, Queen, X, X
Clubs	X, X

In which case there would almost certainly be a Grand Slam in Royals, but probably not more than one odd (possibly not that) at No Trump; yet our thoughtless friends would say that such a hand is "too strong for a take-out."

That theory might be sound were high Spades unknown; now, however, the maximum degree of success is attainable in every hand and seven Spades unquestionably should be bid with such a holding. This clearly proves the absurdity of the contention that the bid should show strength in Spades alone.

For years Auction thinkers have tried to find some plan to distinguish between the strength and weakness take-out; these bids have completely solved the problem.

Many experts consider the bids of six and seven spades over the partner's No Trump the

most valuable of the Spade System. Let us see how they work in actual play. Suppose, for example, the partner of the original No Trump declarer hold such a hand as —

Spades	Ace, King, Queen, X, X
Hearts	King, X, X
Diamonds	X, X, X
Clubs	X, X

Under the old system, not having either Diamonds or Clubs stopped, he would, unless of a most venturesome temperament, bid two Royals; but his partner may have declared No Trump with strong Diamonds and Clubs, a stopper in Hearts, and only one small Spade.

In that case, if the adverse Spades be banked in one hand, the game, which would have been sure had the No Trump been allowed to stay, becomes most improbable with the Royal declaration, and yet unless the original No Trump declarer can distinguish that the partner's call indicates strength and is not a rescue, he cannot, in the face of a possible warning, risk two No Trumps.

On the other hand, the partner of the original No Trump maker, with the holding above mentioned may allow the No Trump to stand, considering himself too strong to bid, and the original No Trump may have been made with

Spades	Knave, Ten, X, X
Hearts	Ace, Queen, X, X
Diamonds	Ace, King, Knave, X
Clubs	Knave

In this case it is almost certain that if the No Trump remain the adversaries will run five or more Club tricks before the Declarer can obtain the lead; and a hand with which at Royals a big game is certain and a Slam possible, tallies only an infinitesimal score at No Trump.

Innumerable instances of this character occur in actual play. Examples without limit can be given, but one more will doubtless suffice: Suppose the Dealer bid No Trump; Second Hand pass, and Third Hand hold —

Spades	Ace, Knave, X
Hearts	King, X, X, X, X
Diamonds	None
Clubs	King, Queen, X, X, X

This hand renders great assistance to the No Trump, yet if the original Declarer cannot stop the Diamonds, it is of the utmost importance that the declaration be changed to Hearts.

The No Trump bidder may have any of the holdings given below; in all these cases he would have called No Trump. In order that the marked differences may be noted, the probable results are given:—

NUMBER OF TRICKS PROBABLY WON BY COMBINED HANDS

Hand of No Trump Declarer		*At No Trump*	*At Hearts*
Spades	Queen, X, X		
Hearts	Queen, Knave, Ten, X	7 or 8	11 or 12
Diamonds	Ace, X		
Clubs	Ace, Knave, Ten, X		
Spades	King, Queen, X, X		
Hearts	Ace, Queen, Knave	7	13
Diamonds	Knave, X		
Clubs	Ace, Knave, X, X		
Spades	King, Queen, X, X		
Hearts	X	12	10 or less.
Diamonds	Ace, King, Queen		
Clubs	Ace, X, X, X, X		

With a hand of the strength mentioned, the partner having called No Trump, the chances are that game will be made with either declara-

tion, but the object is to obtain, if possible, the Slam and higher honor score.

When the partner of the No Trump bidder is weaker, the game is apt to hinge on playing whichever declaration the better suits the combined hands.

The new scheme enables its users to get it right every time.

ANOTHER MEANING

So much for six and seven Spades when used in any case except over an adverse two Clubs or two Diamonds. This is the only situation in which these bids do not mean Hearts or Royals, combined with No Trump strength.

When an adversary has bid two Diamonds or two Clubs and the Declarer holds strength in the three remaining suits but no stopper in the adverse suit (the situation with which, had the adverse bid been one Diamond or Club, five Spades would be the call), it is advantageous to have the high Spade overbid show the situation as to all three suits without indicating any one. In this case, with great Heart or Royal strength

two of the strong suit can be called, so six or seven Spades to indicate one particular suit and a No Trump is not required.

The same situation arises more frequently and is of much more importance when the partner has bid one No Trump and an adversary overcalled with two Diamonds or Clubs. Help for the No Trump without a stopper in the adverse suit, presents a difficulty which the proposed call solves.

Two instances follow in which this bid was used in important games in the West.

The Dealer held —

Spades King, Knave, X
Hearts Ace, Knave, X, X
Diamonds X, X
Clubs King, Knave, X, X

He bid a No Trump and it was passed up to the Fourth Hand, who called two Diamonds. The Dealer passed and his partner, who held —

Spades Queen, X, X, X
Hearts King, Queen, X, X
Diamonds X
Clubs Ace, Queen, X, X

called seven Spades.

The Dealer then jumped to two Hearts and won an easy game.

Had the Third Hand made the old call of two No Trumps, arguing that with his strength the Dealer must stop the Diamonds, the contract could not have been made, as the Fourth Hand had six Diamonds.

The other case is equally interesting. The Dealer called a No Trump, Second Hand two Clubs, and Third Hand held —

Spades	King, X, X, X
Hearts	King, Knave, X
Diamonds	Ace, Knave, X, X
Clubs	X, X

He bid six Spades. The Dealer having the Clubs stopped, took out with two No Trumps, going game.

These situations may not often arise, but when they do, full advantage should be taken of the benefits conferred by the new system upon those who know how to use it.

THE WHOLE SPADE SYSTEM CONSIDERED

The reader whose love of scientific Auction has been sufficient to induce him to follow all of the above must have reached the inevitable conclusion that the Spade bids are bound to prove of material assistance to those who use them wisely.

As a matter of fact, but one practical objection has been advanced against them. It is that, because, in some cases, they necessitate exposing the strong hand, they simplify the play of the adversaries. This, of course, does not apply to the secondary bids of five, six, and seven Spades over a partner's No Trump, but at first glance it appears to be a serious objection to the use of most of the Spade calls. Experience, however, has demonstrated that loss to the Declarer does not frequently result from this cause. The fact that the weak hand is concealed in many cases affords an opportunity for obtaining an extra trick by a ruff or some other play not possible had it been exposed. Furthermore, as the player of the closed hand has selected the declaration,

even though it has been suggested by his partner, the adversaries must always be in doubt as to his exact strength. In the long run, therefore, it is probable that at least as many tricks will be taken with the strong hand exposed.

A Western expert,[1] whose ability and keen perception none would dare to question, writes on this subject as follows: "With the weak trump hand concealed instead of exposed, it sometimes requires considerable cleverness on the part of the adversaries to determine when the Declarer is working to set up a ruff in the dark hand, and to thwart his purpose by leading trumps. Preventing this ruff in the concealed weak trump hand was a most delightful play in the old game of Bridge, but with the advent of Auction it was practically eliminated until the new Spade bidding returned it in full force."

It, therefore, seems that the only practical objection to the Spade bids may be answered just as easily as those of an ethical character.

In order that these bids may be readily compared, the table on pp. 282–84 is given.

[1] Mr. Bryant McCampbell, of St. Louis.

ORIGINAL SPADE BIDS

Bid	*Meaning*	*Example of Hand*
One Spade.	No other declaration.	Spades Queen, X, X Hearts Knave, X, X Diamonds X, X, X, X Clubs King, X, X
Two Spades.	The high card strength which would warrant one Royal but not sufficient length, can help either Royals or No Trumps.	Spades Ace, King, X, X Hearts X, X Diamonds Ace, X, X, X Clubs X, X, X
Three Spades.	Five or more Hearts without the Ace and probably without the King, but with some additional strength.	Spades King, Knave, X Hearts Queen, Knave, X, X, X, X Diamonds Ace, X, X Clubs X
Four Spades.	Five or more Spades without the Ace and probably without the King, but with some additional strength.	Spades Knave, Ten, X, X, X, X Hearts Ace Diamonds King, X, X Clubs King, X, X
Five Spades.	Declarer in doubt whether to bid Royals or Hearts.	Spades Ace, King, Ten, X, X Hearts Ace, Queen, Knave, X, X Diamonds X Clubs King, X
Six Spades.	Declarer in doubt whether to bid Hearts or No Trump.	Spades Ace, X Hearts Ace, King, Ten, X, X Diamonds Ace, King, Queen, X Clubs Knave, X
Seven Spades.	Declarer in doubt between No Trump and Royals.	Spades Ace, King, X, X, X Hearts King, Queen, X Diamonds Queen, X Clubs Ace, Queen, Ten

SECONDARY SPADE BIDS

Bid	*Called Over*	*Meaning*	*Example of Hand*
Five Spades.	Partner's Club, Diamond or No Trump.	Declarer in doubt whether to bid Hearts or Royals. This call shows weakness in Clubs and Diamonds.	Spades King, Queen, Ten X, X Hearts Ace, Queen, Ten, X, X Diamonds X Clubs X, X
Five Spades.	Adverse Club, Diamond, Heart or Royal.	Strength in all the suits except that bid by the adversary.	(Clubs, adverse suit) Spades Ace, Queen, Ten Hearts King, Queen, Ten Diamonds Ace, King, X, X Clubs X, X, X
Five Spades.	Adverse No Trump.	A No Trump also with at least five sure tricks.	Spades Ace, Queen, X Hearts King, Knave, X Diamonds Ace, King, Queen Clubs X, X, X, X
Six Spades.	Partner's No Trump.	Help for a No Trump and also a Heart make.	Spades King, Queen, X Hearts Ace, Queen, X, X, X Diamonds Queen, X, X Clubs X, X
Six Spades.	Partner's Club, Diamond or Royal.	No help for partner's suit, but assistance for a No Trump, and a Heart make.	(Clubs, Partner's Suit) Spades King, Knave, X Hearts Ace, Queen, Ten, X, X Diamonds Ace, X, X, X Clubs X
Six Spades.	Adverse two Clubs after partner's one No Trump.	Help for a No Trump, but no Club strength.	Spades King, Ten, X, X Hearts Queen, Knave, X, X Diamonds Ace, Ten, X, X Clubs X

SECONDARY SPADE BIDS — *Continued*

Bid	*Called Over*	*Meaning*	*Example of Hand*
Six Spades.	Adverse two Clubs, partner not having declared.	Considerable strength in all suits except Clubs.	Spades Ace, King, Knave Hearts King, Queen, X, X Diamonds Ace, Queen, Ten Clubs X, X
Seven Spades.	Partner's No Trump.	Help for a No Trump and also a Royal make.	Spades Ace, King, Ten, X, X Hearts King, X Diamonds Queen, Ten, X Clubs Knave, Ten, X
Seven Spades.	Partner's Club, Diamond or Heart.	No help for partner's suit, but assistance for a No Trump and a Royal make.	(Clubs, Partner's Suit) Spades King, Knave, Ten, X, X Hearts Queen, Knave, X Diamonds King, Ten, X Clubs X, X
Seven Spades.	Adverse two Diamonds after partner's one No Trump.	Help for a No Trump, but no Diamond strength.	Spades Ace, X, X Hearts Queen, Ten, X Diamonds X, X, X Clubs King, Ten, X, X
Seven Spades.	Adverse two Diamonds, partner not having declared.	Considerable strength in all suits except Diamonds.	Spades Ace, Queen, X, X Hearts King, Queen, X, X Diamonds X Clubs Ace, King, X, X

THE DEFENSE AGAINST SPADE BIDS

There is little to be said regarding the defense against the Spade bids; about the only question to consider is whether the player to the

left of the Spade bidder should invariably pass, thus forcing upon the partner the task of taking out, or whether he should make any bid his hand justifies. The answer to this does not seem difficult: the Spade declarations when made by a sound bidder can be easily overcalled, so it is a great mistake for an opponent to expect that task to prove troublesome. When the holding of the opponent is so strong that he is confident that the bidding will not reach too high a figure for him to declare on the next round, it is just as well to wait for the take-out; but if he have any doubt on this point it is much wiser for him to bid at once, rather than not at all, if for no other reason because his partner is apt to be the leader, and will, by the bid, be given valuable information for his lead.

DOUBLING THE SPADE BIDS

A double by the player to the left of a bidder of more than one Spade is, as a rule, foolish. It merely allows the partner of the Spade bidder to pass if he so desire (indicating thereby great weakness) and gives the original bidder with

this information the chance of taking himself out.

Some players believe in doubling to indicate the Ace or good stoppers in the suit suggested by the bid (this convention would work easily in every case except the original call of five Spades, when two suits are suggested; with that bid it would presumably mean both stopped); but the wisdom of this practice is doubtful, as that particular information is more apt to be of value to the opponents than to the partner. Cases might arise, however, in which a bidder felt sure that it would be the part of wisdom to make this announcement, and it is, therefore, just as well to give the double that meaning.

SUMMARY

So much for the Spade bids. It is believed that in the foregoing pages they have been fully and fairly submitted to the Auction-playing public. It is now for each player to decide for himself whether he wishes to avail himself of the benefits of the system.

PART V

PART V

QUESTIONS OF DECLARATION UPON WHICH THE DOCTORS DISAGREE

It is only natural that any subject as complicated as the declaration in Auction should produce certain differences of opinion even among players of the highest class and writers of standard textbooks.

Our various schools of medicine, our widely divergent political doctrines, and our totally dissimilar religious beliefs all include among their supporters earnest and sincere advocates of some particular theory, many of whom are inclined to be more or less intolerant regarding the views of others.

So it is in the little world of the scientific card-player. In Whist, advocates of the different schools of "longs" and "shorts" battled for years regarding the advantages of their respective fads, and at least one disputed question in Bridge (the proper lead when a No Trump

is doubled by the partner) is as far from being settled to-day as it was when the first discussion arose concerning it.

It is therefore really remarkable that in the comparatively new game of Auction there should not be more pronounced differences of expert opinion than exist to-day. Had Duplicate Auction been played more extensively the chances are there would be even fewer points unsettled. Duplicate results are apt to furnish the most convincing proof that a certain system is a losing plan and that the arguments which support it are fallacious.

Of course, no one would contend that the outcome of any one deal or game is at all conclusive, but when a series of duplicate contests result in a steady line of defeats for players who have adopted some particular system, unless they are matched against opponents of greater ability, it is safe to conclude that there is something radically wrong with the system employed or the method of applying it.

It is the sincere hope of all real lovers of Auction that the near future will witness a great

growth in the amount of duplicate play. In that way the game will attain its highest development, and some topics that otherwise would continue indefinitely to be the subject of discussion will soon be permanently settled.

In the mean time every Auction player should try to consider each new proposition in a broad-minded manner and should attempt, regardless of first impressions, to appreciate any advantage it may contain.

There is doubtless much to be said in the line of sound argument upon both sides of most of the few questions upon which Auction opinion is at present divided. The quickest way to settle these differences and to place all Auction players on the same platform, is to analyze the various theories.

It is believed that the examination of these questions may prove of general interest, as there are many skilled players who have heard only one side of some of the various controversies, and have met only those who have looked at these propositions through the same kind of spectacles. They have therefore failed to realize

that there may be sound argument on the other side, and that able exponents of the game in some other section of the country may be earnest followers of, and believers in, some totally different system.

The various prominent questions of declaration upon which the doctors disagree will, therefore, be taken up *seriatim*, the only exception being the Spade bids. That subject would be included under this head had it not required so much space that it has been accorded separate consideration.[1]

The other questions which seem to be the disputed topics of the day are:—

(1) Should a bid of one Spade be taken out by the adversaries?
(2) Should Clubs and Diamonds be bid originally with short strong suits?
(3) Are preëmptive bids advantageous?
(4) Should players behind on the score win what must be a losing rubber?

[1] See pages 185–286.

(5) Should the "Nullo" declaration be added to the game of Auction?

Taking up these questions in order we come first to

SHOULD A BID OF ONE SPADE BE TAKEN OUT BY THE ADVERSARIES?

It was originally contended that when the Dealer calls one Spade, the Second Hand should not bid, as the Third Hand may be unable to take his partner out; and that the Fourth Hand also should pass one spade, as he has a good chance of scoring a bonus of 100, which is almost certainly more than he would tally by declaring. The soundness of the latter proposition must at once be conceded, since even as large a score as 40 for tricks and 30 for honors only amounts to 70.

This theory of declaration apparently disregards the value of a game,[1] and the difference between winning and losing a rubber — in other words, between receiving 250 and presenting

[1] See pages 111–14.

250. Its advocates have claimed that nothing is lost by its adoption, and as a demonstration of their position have asked, "Would you sooner win one 500 or 100 five times?" The answer to this appears simple. The player who risks surrendering 500 to win 100 cannot be sure that he will get four more chances to repeat this coup. The 500, once won, is entered on the score and the partnership closed with a profit; the 100 repeated five times still leaves the players who have held cards which might have won two rubbers with an open account which may subsequently be closed at a loss.

Furthermore, it is not a certainty that the 100 will be obtained merely because a Spade is left in; the Dealer or his partner may have long, weak Spades and other strength sufficient to take six or seven tricks, and thus either reduce the penalty fifty per cent or eliminate it altogether.

Suppose we figure upon the basis of each successive Dealer and his partner holding weak cards for twelve consecutive deals, so that in every one of these twelve deals it is possible for

the opponents to score game and estimate that three times out of four the opponents, if they allow the Spade to stand, will score 100, and on the remaining occasion will tally 50. To complete the computation we will again call the winning hand worth 70.

We will suppose that the first Dealer is allowed to play his Spade, but that, when opportunity offers, he prefers to take game, and that this procedure is continued for twelve deals. At the end of that time the first Dealer would have won three rubbers, averaging over 200 points, and lost none. He would, therefore, with even cards have gained a net total of over 600. On the other hand, if both sides play with a desire to take in a rubber when the cards permit, the score for the twelve deals would be even.

It has become so evident that this policy of throwing away a game in order to score 100 is losing doctrine that of late practically all of its supporters have amended and materially improved their platform. Now they advise either the Second or Fourth Hand to bid over one Spade with a game hand, but contend that neither

should ever say anything but "Pass," unless the declaration practically insure the winning of the game.

This scheme, while much more attractive than the plan that preceded it, has its drawbacks.

Suppose, for example, the Second Hand hold

Spades	Knave, Ten, X
Hearts	Queen, X
Diamonds	Queen, X
Clubs	Ace, King, X, X, X, X

He must not bid, because, according to authorities advocating this doctrine, "The Second Hand must positively pass, unless he can take game in the hand. He should never bid against a one Spade opening under any other circumstances."

Now let us suppose that the Fourth Hand, upon the one Spade coming up to him find in his hand: —

Spades	Ace, X
Hearts	Ace, X, X
Diamonds	King, X, X, X
Clubs	Queen, X, X, X

With such a holding he is about six tricks short of the game as far as his own cards are con-

cerned. Had his partner shown the strength of his hand by bidding one Club, a game in No Trump would seem probable, but with his partner passing, the Fourth Hand also must fish for that 100 points. With such a hand the opportunity to score a game at No Trump is lost by the procedure suggested, and it is possible that there may not be any penalty gained in return. Every player of experience can remember hundreds of such hands. The possibilities are without limit. One more example will doubtless suffice. If the Second Hand hold —

Spades	Ace, X
Hearts	King, X, X, X
Diamonds	Queen, Knave, X
Clubs	Ace, X, X, X

— he has a fine No Trump call, but is about five tricks short of game; if he pass, his partner with —

Spades	King, X
Hearts	Queen, X, X
Diamonds	Ace, Ten, X, X, X
Clubs	Queen, X, X

—also well short of game as far as his own hand goes, must do the same ; and once more a golden opportunity is thrown away for the chance of making 100. If the Second Hand bid over one Spade with the same freedom that a Dealer declares, his partner can judge with accuracy whether a game be possible, but if he be not permitted to declare unless he have a sure game, we are nearly back at the old position.

This seems to demonstrate that the doctrine of not bidding permits a game worth 125 or 250[1] plus a trick and honor score, aggregating approximately 70, to be thrown away for the mere chance of making 100. Giving up 195 or 320 for a possible return of 100 is not a sound proposition and is not likely to attain any great degree of popularity.

There are, however, lessons to be learned from the theory under consideration. Its advocates have hit upon a valuable idea, but have over-developed it.

Even among the best players, we often see a Fourth Hand bid over one Spade and fail to

[1] See pages 111–14.

cross the goal-line. If at the end of the play his partner remark, as perchance 24 and 16 are entered on the scoresheet, "We could have made 100 by letting the Spade stand," the response comes back, "I would sooner have 24 toward the game." With this doctrine many will at first agree, but it does not prove itself sound when submitted to a practical test. Recent experimentation has shown that having a score does not often affect the result of the game.[1]

It, therefore, seems that the advantage of scoring anything less than game is not of great importance, and that the advocates of the theory we have been analyzing are right in preferring to take the chance of winning a penalty of 100 rather than declaring with a hand that cannot go game. (Of course, this does not apply when the Fourth Hand holds potential honors.)

In addition, it must be remembered that there is always a chance that a "foxy" Dealer has called a Spade with a strong hand, and that the Fourth Hand in bidding is playing his opponent's game.

[1] See page 433.

The conclusion to be reached from all this really seems to be comparatively plain. The Second Hand should bid over one Spade in every case in which if Dealer he would declare anything better than one Spade. If the Second Hand can be relied upon to do this, the Fourth Hand can and should always follow the advice of the non-bidding school and allow one Spade to stand unless he hold cards which will probably produce game, even if aided only by the slight assistance that may be expected from a partner who has passed.

Should this prove to be a satisfactory solution of this question, Auction players before passing it by as an incident that is closed should express their appreciation of the good work done by those who have realized that it is absurd for the Fourth Hand always to try for game. While it is doubtless true that the remedy which these doctors have prescribed, namely, the suppression of both Second and Fourth Hand bids, is far more fatal than the disease they have tried to cure, they have nevertheless pointed out a weakness in the prevalent method of declaration

which can easily be eliminated by the use of a portion of the original prescription.

SHOULD DIAMONDS AND CLUBS BE BID ORIGINALLY WITH SHORT STRONG SUITS

One of the most discussed topics of modern Auction is whether a Diamond or Club should be declared originally with a short strong suit. This question arises very frequently, with hands which seem too strong for a one Spade call. A few examples follow.

Spades	X, X, X, X
Hearts	X, X, X, X
Diamonds	King, Queen, X
Clubs	Ace, King

Spades	X, X, X
Hearts	King, Knave, X
Diamonds	Ace, Queen, Knave
Clubs	X, X, X, X

Spades	X, X, X
Hearts	X, X, X, X
Diamonds	Ace, King, X
Clubs	Ace, Queen, X

Spades	X, X, X, X
Hearts	X, X, X
Diamonds	King, X, X
Clubs	Ace, King, Queen

The further question of whether a bid should be made with a four-card suit headed by Ace and King seems to be almost a part of the proposition under consideration. Examples of this character of hands follow: —

Spades	X, X, X
Hearts	Queen, X, X, X
Diamonds	Ace, King, X, X
Clubs	X, X

Spades	X, X, X
Hearts	X, X, X
Diamonds	X, X, X
Clubs	Ace, King, Knave, X

These hands all present interesting propositions, and it is much harder to bid one Spade when they are actually held than it is to read them over and decide that to be the correct opening call.

In this connection it is well to review a little Auction history.

In the days of the old count, the value of the two black suits was inconsiderable, and while Diamonds were then worth as much as Clubs are to-day, the higher valuation of the No Trump reduced the fighting qualifications of all suits, and consequently Diamonds were not recognized as real competitors in the declaration.

The vast majority of hands were played without a trump, and in almost all that escaped that fate the final declaration was Hearts. Diamonds and Clubs were played almost as infrequently as Spades are to-day, and all suits except Hearts were therefore regarded from a bidding standpoint merely as invitations for a No Trump, guaranteeing high cards in the suit named. Except when a Heart was bid the possibility of carrying the suit originally declared to high figures was never considered, and the question of its length did not in any way affect its availability as an original declaration.

When the present count superseded its predecessor, it was at first difficult for many players and some writers to appreciate that a new game had been created. The potential quali-

fications of Royals and Hearts at once became apparent, and it was also self-evident that Diamonds and Clubs could be effectively used as "forcers"; but having been trained for years to consider the lower valued suits as of use merely in the initial bidding, the first tendency of players, writers, and teachers was to announce that Royal and Heart calls suggested that the declaration be not changed, while Diamond or Club bids were merely the old No Trump invitation.

Gradually, as players became more familiar with the workings of the count of to-day, they began to find out that with short (i.e., three or less) Diamonds or Clubs, no matter how high they might be, it was dangerous to call that suit, as the partner was apt to be deceived by the absence of length.

Of course, if the partner be able to go to No Trump, a bid with such a hand as any one of the four given on pages 301, 302 works satisfactorily, but quite the opposite result very frequently happens.

The situation narrows itself down about as follows: —

If the bid from short high Diamonds or Clubs enable the partner to call No Trump, it may be advantageous; but when an adverse suit which the partner cannot stop prevents that declaration, or when the partner's hand is better adapted for pushing the suit named than for shifting, it is absolutely vital that he should be able to feel sure that the original call has been made with length.

It may be conceded that the first-named situation occurs more frequently than the other two, but the benefit of the information, in that case, is comparatively slight. It is almost impossible to conceive a Third or Fourth Hand holding with which that player would be obliged to pass if the Dealer or Second Hand have shown strength which would be able to go game aided by a declaration of the character we are considering. If the holder of short strong Diamonds or Clubs by the opening declaration fail to announce his strength, and his partner be able to declare, he is then in a fine position and nothing is lost by the original undervaluation.

It may be asserted, as the result of careful attention given to this question ever since the

adoption of the present count, that the practice, with hands of this character, if Dealer, of bidding one Spade, if second Hand, of passing one Spade, rarely if ever results in a serious loss.[1] On the other hand, it cannot be questioned that the possibility that the Diamond or Club may have been called from a short suit is bound to handicap the Third or Fourth Hand when advancing his partner's declaration.

There are innumerable instances in which it is of the greatest importance for the success of the partnership that the two minor suits be bid as high as five or even six. Statistics show how often Diamond and Club makes produce games.[2] While they are sometimes called the non-game-producing bids, there are many hands with which a game can only be won with a minor suit the trump. On page 127 a hand is given worth a Grand Slam at Clubs but only eight tricks at No Trump, although the adverse suit is stopped. This, while exceptional, shows that in a certain

[1] The writer has never encountered or had called to his attention a loss of any consequence produced by this cause.

[2] See page 43.

character of situations the minor suits are of value viewed from a game-going standpoint.

The great advantage of bidding up Diamonds and Clubs, however, is not the games which may result, but the amazing frequency with which being able to go as high as four Clubs or Diamonds forces the adversaries to a contract beyond their power to fulfill.

There is a great difference between allowing an adversary to score 16 or 18 and putting him down 50 or more; in many cases the only way the latter result can be accomplished is by bidding up a minor suit.

It is not safe to advance these suits unless the original declaration has been made by an orthodox bidder who can be depended upon not to declare with a short suit, even if it contain the strongest possible combination, namely, Ace, King, Queen.

With any such extraordinary holding as—

Spades	X, X, X
Hearts	X, X, X, X
Diamonds	Ace, King, Queen
Clubs	Ace, King, Queen

—a No Trump would doubtless be warranted, the unusual strength in the two suits making up for the absence of the stopper in the third.

With such a hand a call of one of either suit, provided it be a minor, would not be a serious offense, as the strength in the other might properly be held sufficient to compensate for the absence of length. A hand of this kind, however, is a freak, and with freaks rules of declaration may be varied; it is too strong to risk opening with one Spade, as that declaration might be allowed to stand, but, as stated above, it is a case in which it is probably less dangerous and more productive to break the rule not to bid No Trump without three suits stopped than to disregard the wise doctrine which forbids an original declaration from a short suit.

One of the most able writers who ever handled an Auction pen has attempted to distinguish between Diamonds and Clubs, advocating that the former should not be called unless the suit have length, but that the latter be bid with either a short or long high suit. It is a little hard to follow the reasoning which supports

such a theory. From a game-going viewpoint the two suits are on a parity, as in either five odd (eleven tricks) wins the game; as a forcer of the opponents, the Diamond has a slight advantage, in three cases, namely:—

A bid of Three Diamonds beats two No Trumps; it takes four Clubs to accomplish the same task.

Four Diamonds overbids three Royals; it requires five Clubs to top 27.

Five Diamonds is superior to four Hearts, while the Club bidder has to contract for a Small Slam to overcall 32.

That, however, is the total of the practical difference, and is not nearly sufficient to justify so marked a distinction.

The difference between the suits is not sufficient to warrant one being treated as a game-goer, the other as a mere indicator. If Clubs are to be used only as an invitation, they can no longer be bid up by the partner, and the plan to make them a fighting suit, which caused their advance in value from 4 to 6, will fail. Against this all modern players who have realized the

possibilities of the present count will earnestly protest. Clubs should be a real factor in the declaration, and the player who attempts to eliminate them will find the practice expensive.

The question of when to declare a minor four-card suit must obviously be determined by its strength. There must be sufficient high-card holding to compensate for the material difference that the absence of a fifth card makes in the availability of a suit. Of course it may be enunciated as a general principle, that a suit to be declared originally should consist of at least five cards; but there are numerous four-card exceptions, and some players believe that there should be more four-card suit bids, with a minor suit which invites a shift, than with a major which expresses a desire to be let alone.

That there is sound common sense in this theory none will deny, and yet the distinction, if it be drawn at all, must be so fine that it does not seem worth while. It certainly simplifies the proposition to have exactly the same holding warrant a call of one, regardless whether the suit be Royal or Clubs, and in the long run

this plan will be found to work more satisfactorily than any other as it produces fewer differences between partners.[1]

[1] For a full consideration of the question of the strength and length required for a suit declaration, see *Auction of To-Day*, pages 31–37; special attention is called to the paragraph reading:

"As a general rule, five is the minimum length with which a suit should be declared, but with great strength, such as Ace, King, Knave, Ace, Queen, Knave, or King, Queen, Knave, in the suit, coupled with another Ace; or a King and Queen (of the same suit), a bid with a four-card combination may be ventured. A four-card suit, headed by Ace, King, Queen, may be called without other strength. A short suit should never be bid originally regardless of its strength. Even the holding of Ace, King, Queen does not justify the naming of such a suit."

This doctrine may be supplemented by the statement that a four-card suit headed by Ace, King, accompanied by another Ace, King, should be bid, such a hand as —

Spades	X, X, X
Hearts	Ace, King, X
Diamonds	X, X, X
Clubs	Ace, King, X, X

is too strong to pass. Some players might venture a No Trump with it, but a Club would be safer. Of course, with any combination which might pass as an excuse for a Spade or Diamond stopper, such as Knave, X, X, X, a No Trump would be thoroughly warranted.

ARE PREËMPTIVE BIDS ADVANTAGEOUS?

The question of whether preëmptive bids are advantageous has become of very considerable importance since the adoption of the count now in use.

A preëmptive bid may be defined as any unnecessarily high declaration, as for example two or three Royals (instead of one) as an original call; a bid of two Hearts over partner's one Heart; or a bid of three Diamonds over an adverse call of one No Trump.

As the score-sheet does not produce greater reward for the player who bids three and makes three than for the player who bids one and makes three, and as the higher declaration naturally increases the hazard of the contract, it is foolish to bid more than the lowest amount possible unless there be some other purpose to accomplish by so doing.

The so-called preëmptive bid has three such objects: —

(1) It gives valuable information to the partner concerning the trick-taking character of

the holding, and conveys a command not to shift the declaration.

(2) It may shut out an adverse declaration which would tell the partner which suit to lead.

(3) It may prevent an adverse bid, which if made would be advanced by the partner of its declarer to so high a figure that the side of the player who is attempting to preëmpt would either be obliged to stop bidding or be forced to a contract impossible to fulfill.

In the days of the old count preëmptive bids were comparatively rare, the reason being almost self evident. It is the exceptional case in which it is advisable to preëmpt with an original No Trump, and with Hearts worth 8, No Trumps 12, but little headway could be made by attempting to shut out the latter with the former. As No Trumps and Hearts were about the only declarations then played, the possibilities of scientific preëmption were not realized and but little attention was given to the subject.

With all the suits in real use the situation becomes vastly different. In nine cases out of ten in which the plan works well, it is because by a high bid in some one suit an adversary of the bidder is kept from showing some other suit. Suits did not fight or fear each other under the old count, so it is evident that it is impossible to sustain the theory that preëmpting might have been important in bygone days, but is now a closed issue.

Of course it is not to be supposed that any Auction scheme, no matter how sound, will be accepted without opposition, and the preëmptive bids are no exception. Three objections have been suggested, namely:—

(1) They prevent the adversaries from making declarations, the information derived from which may prove advantageous to the preëmptive Declarer.

(2) They do not accomplish their purpose, because if the adversaries have the cards which justify a bid, they cannot be kept from declaring.

(3) By preventing an adverse declaration, they deprive their makers of many valuable opportunities to double.

These objections may be briefly answered as follows:—

(1) Information given by the declaration is almost invariably of greater value to the partner than to the adversaries. When this is not the case it generally happens that the hand of the opponent is so strong that a preëmptive bid is not warranted.

(2) The statement of fact in this objection is not correct. In many hands the preëmptive bid eliminates an effective adverse call.

(3) On the contrary, these bids, as they indicate a desire to shut out adverse bidding, often tempt the adversaries to make unwarranted calls. The preëmptive bid — properly used — has the tendency to produce heavy penalties.

Considering the question in detail, the first point to remember is that with general strength a Declarer who understands the theory of the

preëmptive system never calls it into play. A preëmptive bid is made with the object of preventing some adverse call, but a hand which contains general strength has no reason to fear any declaration by an opponent, and therefore should not attempt to prevent one.

It is really amusing to note the hands which the opponents of the preëmptive bid offer as arguments against it. The examples they give are almost invariably too strong for such a declaration; hands with which a skilled bidder would never dream of calling more than one. It is not an argument against preëmptive bidding to cite a hand too strong for such a call, and show that with such a holding a preëmptive bid would shut out the adversaries and lose the chance for a profitable double.

There are two radically different classes of hands, namely: (*a*) Great strength in one major suit and weakness in the other. With this holding it is advantageous to eliminate adverse bidding. (*b*) Great general strength, in which case every effort should be made to encourage the opponents to declare.

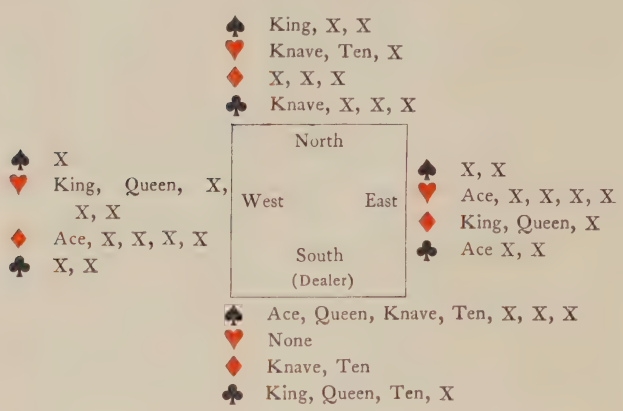
The allegation that preëmptive bids are useless, as the adversaries, if they have sufficient strength to be dangerous, will always overbid, is simply a mistaken statement. It is true only when all the adverse strength is in one hand; but when, as is much more frequently the case, it is divided, there are innumerable occasions in which neither adversary is in position to overcall the high start, while, had they been able to report to each other their respective holdings, the game would have been within their reach.

Then, too, the preëmptive bid has another and unmistakable value. Each adversary knowing it is made to shut him out, and that it is possible his partner has a fair measure of strength, is tempted to make a much higher call unassisted than he would otherwise consider safe. This, when the balance of strength is with the partner of the preëmptive bidder, often results in a heavy penalty which would never in any other way have been obtained.

An example showing the value of the bid follows:—

Score — Love all. First Game.

The Hands



In the above hand, North and South, with Royals trump, will score 36 for tricks and 81 for honors; with Hearts trump, East and West get a Small Slam.

If South be a sound exponent of preëmption, he will start with three Royals (he has exactly the hand to justify this call, namely, seven sure tricks with more probable, potential honors, and a blank Heart Suit). Many Declarers would call two Royals, which might not prove effective.

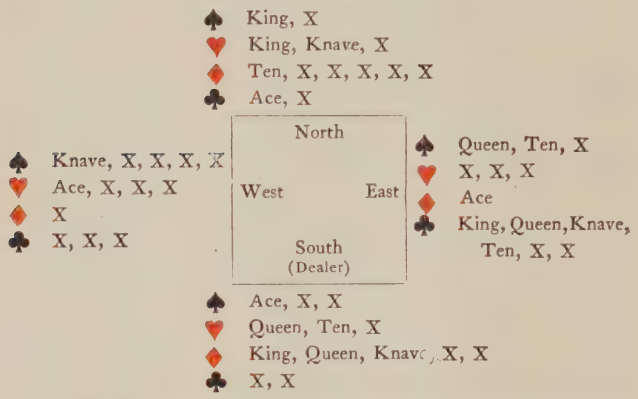
A player who believes in preëmption should bid his hand to the limit. Three Royals will hold the declaration and win the game, as neither East nor West, unassisted, will dare to bid four Hearts. Those who judge by results may argue that four Hearts should be called over three Royals, but it must be remembered that neither East nor West can tell whether his partner has a trick. Take the position of either of these players, and suppose that North (South's hand is marked by his original bid) has the cards which are in the hand of the partner of the player in question. Think what would be the result of contracting to take ten Heart tricks with a combination of the hands of North and either East or West against a combination of the hands of South and either East or West.

Now let us look on the other side of the picture. If South do not believe in preëmption and start with one Royal, West will call two Hearts. South, unaided, dare not bid above three Royals, and North is not strong enough to assist. East will advance his partner's bid at least twice, so the game and a big score depends

entirely on whether South opens with a preëmptive bid. This deal is merely a pronounced example of many opportunities for successful preëmptive bids that occur every day and pass unnoticed. There is possibly no branch of Auction in which the average player has as much to learn as in preëmptive bidding. These bids are made not only on the original declaration, but also quite frequently after a bid by a partner and a pass by the adversary to the right.

An example of the latter situation follows: —

The Hands



The only possibility of game for North and

South, is for North to make a preëmptive bid. South has a borderline No Trump; West is manifestly too weak to declare. If North pass, East will call two Clubs; if North then bid two No Trumps, the best the declarer can do is to go down two; if North on the second round make the less tempting but more conservative call of two Diamonds, he scores 28, but not game. If on the first round North preëmpt by bidding two No Trumps, he shuts out East's Club call (East is not strong enough to bid four), and with any opening except a Club, North and South secure a score of 40 and game. A Club opening will be made by West, only if East name that suit; so once again the game hinges on the preëmptive call.

The case of the preëmptive bid placing an adversary in an awkward position is most common. Suppose a Dealer open with three Hearts and the Second Hand hold —

Spades	Ace, Queen, X, X, X
Hearts	None
Diamonds	Ace, X, X, X
Clubs	X, X, X, X

He knows the Dealer is trying to shut out Royals; if he pass, it is almost certain that his partner cannot declare and the Dealer will probably win his game. The partner may, however, hold some such hand as —

Spades	King, X, X, X
Hearts	X, X, X
Diamonds	King, Queen, X, X, X
Clubs	X

— which would mean a sure game as the reward if the Second Hand risk a Royal call. But the Fourth Hand may have a "bust," and the Third Hand may have long Spades, in which case bidding three Royals may cost an enormous penalty.

It is, at best, a guess, and shows the trouble preëmption may produce for the adversary. If the Dealer start with one Heart, the Second Hand can call one Royal, and then wait for his partner's support, but the preëmptive call does not permit any such safe method.

The more a sound bidder uses the preëmptive calls, the more he realizes their many benefits. Of course, like other good things in Auction,

they may be overdone, and should only be declared with hands which thoroughly justify their employment. An original call of two Hearts or Royals should not be made with less than six sure tricks, and an original call of three requires at least seven tricks.[1]

SHOULD PLAYERS BEHIND ON THE SCORE WIN WHAT MUST BE A LOSING RUBBER?

It may be news to some that it has ever been advocated as sound Auction doctrine that a player who has the opportunity to win a rubber should decline to accept the goods the gods give, merely for the reason that should he take his 250, plus his trick and honor scores, he would still be behind upon the total of the rubber, or that a player who can prevent an adversary from winning a rubber should refuse to do so and force that opponent to accept the 250, plus something more, because so doing will still leave the Auction Santa Klaus a winner on the score of the rubber.

[1] For details see *Auction of To-Day*, pages 50–54.

In any of the prominent Auction-playing Clubs of the country, should a player, who had a lead of 500 during the rubber game, deliberately throw a trick to an adversary for the purpose of enabling him to win the rubber and thus insure a small net instead of retaining the even chance of winning on the next hand a rubber of approximately 575 more points, the Committee on Discipline would probably have to determine whether the partner's remarks were parliamentary, and whether it was "clubby" for all players to have some other engagement the next time the generous one appeared as a candidate for a place at an Auction table.

The mere fact, however, that the proposition appears on its face to be novel does not mean that it is not entitled to careful consideration.

In order that the alleged advantages of the theory may be fully appreciated, a careful effort is made to state accurately the arguments offered in its favor.

It is contended that it is futile to win "losing" rubbers, because winning at the cost of any particular figure is the same as losing a

rubber of that amount, except that one is voluntary, the other unavoidable.

That winning a rubber, when 500 behind, is on a par with accepting two dollars and fifty cents in full payment for a debt of five dollars.

That as long as the rubber stays open, a pair have a chance to win back all that they have lost, but when they win a losing rubber, they commit Auction suicide, as they thereby eliminate their chance of making up the loss and label themselves losers. A partnership in the lead is urged to force the game on its opponents for fear a succession of bad hands may cause all the "velvet" to disappear.

The player who evolved this theory must be the most sanguine in the world when behind, a pessimist of the most pronounced type when ahead.

The plan would be more attractive if, when behind, the indications pointed to a long run of good hands, and conversely if, when ahead, the probabilities indicated a succession of "busts." Of course no such condition exists. While from

a mathematical standpoint it is exactly an even chance which side will next receive a game hand, it is unquestionably true that most experienced card-players firmly believe in runs of luck, and consequently push their good fortune, but go slow when the fickle goddess does not smile. This would seem to be exactly the opposite position to that advocated by the exponents of the theory we are considering.

It goes without saying, however, that the player who banks on luck in opposition to the doctrine of mathematical chances is riding for a fall, and therefore it is on mathematical grounds that the above proposition should be considered.

Looking at it from that standpoint, let us determine whether "It is futile to win losing rubbers." "Futile" is defined as "useless," "vain."

It is unquestionably useless and vain, as far as advancing a score is concerned, to win a rubber which results in a loss, but it is most useful and effectual to minimize an existing deficit.

To accept fifty per cent of a good debt in full

payment is admittedly a foolish transaction, but it is in no way analogous to the proposition under consideration.

The amount that a partnership is behind on a rubber is not a debt; no one owes or has promised to repay it. It is a loss that has been sustained; a transaction that is ended. The holding of the game hand affords, not a chance to settle for fifty per cent something that otherwise will eventually be received in full, but an opportunity to recoup a part of the previous loss. The chance may be disregarded and others may follow, but throwing away the amount in sight is waste pure and simple. The next deal is a new transaction which may gain or lose; it has no connection with either the previous loss or the score of the game hand, that it is proposed to wantonly disregard.

But, after all, argument is futile compared with facts. Let us see just how the proposition actually works out. Suppose that a player sitting Fourth Hand is 600 points behind on the score of the first two games. A Spade is passed up to him, and he holds —

Spades	Ace, King, X
Hearts	King, Queen, X
Diamonds	Ace, King
Clubs	Ace, King, Queen, X, X

He manifestly has his choice between bidding No Trump and winning 250 for the rubber, plus, for tricks and honors, at least 30 and 30, more probably 60 and 60 (we will take the average and call it 90), and keeping the game open by passing the Spade which would result in his scoring, say, 104.

The first thought is that $250+90=340$, which is 236 more than 104; but let us examine it more closely.

The 340 accepted leaves a losing rubber of 260. Not a particularly pleasing picture, but what is the other outlook? Taking the 104 reduces the deficit to 496, and the partner deals. Of course on his deal an adverse Spade cannot be allowed to stand, and it is an even chance which side will have a game hand. If it be the adversaries who are favored, they will add to their 496 a little matter of 250 and say 70, or a rubber of 816 instead of one of 260.

When, therefore, the even chance goes against the play, it costs approximately 556 points.

What may it win? If the side that has refused to go out again gets a game hand, it would only be worth 70. To win the rubber with it would produce a losing rubber of 176. So it has to be played at a Spade, which nets practically nothing, or at some other declaration with enough tricks thrown away so that game will not be won. Suppose the latter expedient, which is the more profitable, be adopted, and that 20 and 30 be scored, again reducing the deficit, this time to 446.

Now the adversaries have the deal. It is once more an even chance that they will go out and obtain a rubber of say 766, but should the big hand come the same way for the third successive time, game could not even yet be taken, as it would still be a losing rubber. Giving the proposition all the best of the figures, let us suppose 104 more be obtained, bringing the deficit down to 342.

Again, if the even chance result in favor of the adversaries, it means a big rubber, say 662.

But if for the fourth time the exponents of the system under examination receive the game hand, they may at last win the rubber and break practically even: or, to be accurate, lose only 22 points. This compared with going rubber on the first opportunity would save 238 points.

To recapitulate: —

A player following this theory risks on an even chance 556 points to gain 84. He takes a second and third even chance upon practically the same basis. If he lose any one, the result is disastrous, but if he win all, against which the odds are 7 to 1, he gains a beggarly 238.

That, however, is not all. Had he gone out on the first hand and lost 260, he could, with the three successive strong hands, have won a rubber of 390, and in addition a game of 70, which plus the game value of 125, is worth 195, a total of 585 less 260, or a gain of 315. So, even if he bring off his 7 to 1 shot, it nevertheless costs him 347 points.

It is rather a remarkable proposition that being successful against such enormous odds should result in a loss. A fair return for the

chance taken would be seven times 556, or 3892 points. If we drop the 315 loss, on the ground that play might terminate at the end of the rubber, the 238, which on that basis is gained, hardly seems an adequate return for a risk really worth over twelve times that amount.

Now let us figure on the other side of the proposition. Suppose North and South are 600 points to the good at the start of the rubber game, and East is playing a bid of two Hearts; that East is perfectly willing to win a losing rubber, but that all he can get, as the cards happen to be, is three Hearts, with simple honors; that it is quite easy for North to allow a high card to die and thus permit East to win the rubber.

Should North decide on this policy, East would win a losing rubber of 302, and North would "cinch" that number of points. Had North played his hand for all it was worth, he would still be 560 points to the good, and would have an even chance of winning the rubber. Estimating 70 as a game hand, and remember-

ing that East will go out if he can, North has given up the even chance of winning 880, or a net gain of 578 points, merely to save 62 points: 578 to 62 is not an even gamble, it is a nine to one proposition.

Figure it out in any way, as long as it is a mathematical computation, not a guess of what may happen, the result is the same; the odds against the plan are overwhelming.

Of course, if partners, 600 to the good, overbid the next hand and allow themselves to go down 600, the plan works finely; but why consider the impossible? Players with a score which insures a handsome profit are not apt to flag-fly or take long chances.

We now come to the last question on our list, namely: —

SHOULD THE "NULLO" DECLARATION BE ADDED TO THE GAME OF AUCTION?

The "Nullo" is the latest Auction novelty; it has been enthusiastically received in certain parts of the country, in others it is as yet almost unknown. The scheme is now in the experi-

mental stage, and there has not even been a thorough agreement as to the value which should be given to the bid.

Briefly described, the Nullo is a declaration to lose tricks. The player who calls one Nullo fulfills his contract when he does not take more than six tricks. If he declare two Nullos, he wins when he does not take more than five tricks, or, in other words, if his adversaries have forced on them two tricks over six. The regular Auction bidding is, therefore, reversed, and the Nullo Declarer makes good his declaration when he compels his opponents to take the amount of his bid.

Of course, the whole proposition is Auction topsy-turvy. Both the Declarer and his adversaries play to lose tricks, not to win them.

The main reason advanced for the introduction of the Nullo is that it is an equalizer. In other words, that it enables partners with hands which would not otherwise justify a bid to become pronounced factors in the declaration, and frequently makes it possible for them to win a game with holdings which, without the

proposed declaration, would afford a walk-over for the adversaries.

It is contended that should the Nullo be made a part of Auction, there would be few worthless and uninteresting hands, and the game would be greatly improved for the unlucky holder.

While all this is in part true, the proposition cannot be accepted, as stated, without exception.

All Auction players will remember how the "hard-luck" players, first in Bridge and then in Auction, clamored for the Royal Spade as a panacea for their ills. When the present count gave them all they requested, did they cease their complaints? No, indeed; they found, or alleged that they found, that they still continued to hold worthless hands.

So it is bound to be with Nullos, should they be adopted. It is not by any means a certainty that a trickless hand under the present system of declaration is made valuable by adding the Nullo to the game. Suppose a player hold —

Spades	Knave, Ten, 9
Hearts	Knave, Ten, 9
Diamonds	Knave, Ten, 9
Clubs	Knave, Ten, 9, 8

He would have a very poor hand as Auction is played to-day; but the adoption of the Nullo would not enable him to bid, as it would be a worse Nullo than a Club or even No Trump.

On the other hand, a good hand for some other declaration may also be a most excellent Nullo. For example:—

Spades	Ace, King, Queen, 5, 4, 3, 2
Hearts	Ace, King, 5, 4, 3, 2
Diamonds	None
Clubs	None

—would be a wonderful hand for Royals and an unusually strong one for Hearts, but possibly even better for Nullos.

Nullos cannot be declared as confidently as a declaration to win, because the partner may be obliged to take a number of tricks and spoil what appears to be a perfect hand. The cards in the last hand could almost certainly be so manipulated with Nullos the trump that they

would not take a trick; yet to bid six or seven Nullos with them would be the height of recklessness. On the other hand, it would be perfectly conservative bidding, with that hand, unassisted, to call as high as six Royals, as the holding of the partner, no matter how bad it may be, cannot transform sure winners into losers. One card will win a trick, but it takes two to lose it. A player may bid with certainty on his own strength, as he does not care what his partner plays on his Aces and Kings, but he cannot do the same with weakness, as his partner may be obliged to win his Deuces and Treys.

These hands are extreme cases; they are cited to illustrate that a hand which is useless unless Nullos be played may not be a good Nullo, and that a strong hand for some other make is not necessarily a bad Nullo.

No matter how many new makes are added, there must always be good hands and poor hands; the idea that luck can be equalized is preposterous.

It is, however, undeniably true that the adop-

tion of the Nullo makes good hands of many that would otherwise be worthless.

Any scheme which increases the competition of the declaration must have merit, and while the Nullo may not make every bad hand a competitor in the bidding, it nevertheless gives value to a certain percentage of hands otherwise impossible to declare.

THE NULLO VALUE IN DOUBT

What figure should be determined upon as the value of the Nullo is a most vital question which at this writing is being earnestly discussed by Nullo supporters.

Most players have assumed that the bid must of necessity be played without a trump, and every valuation from 5 to 11 inclusive has been suggested. The figures 6 to 10 inclusive must of course conflict with one of the established ratings, the idea being in that event to provide that the declaration to win overbids the Nullo. For example, when Nullos are played at 10, one No Trump outranks one Nullo, although their respective values are identical. On the

same basis with Nullos at 8, two Hearts and two Nullos both count 16, but the bid of Hearts overcalls the Nullos.

In some places where the Nullo is given a conflicting value, a plan is being tried which puts it on an absolute equality with the declaration with which it conflicts. This is accomplished by providing that whichever is bid first takes precedence over the other during that declaration. For example, if the Nullo be valued at ten and it be called before a No Trump, it takes two No Trumps to overbid it and two Nullos overcall two No Trumps. If the No Trump be named before the Nullo, the declaration to win has the outranking value.

Another variation of this idea is that if either of the conflicting declarations be bid, it has the exclusive right to its position, and should the other be called a greater number of tricks must be named. That is, if Nullos and No Trumps conflict in value it would take two of either to overbid one of the other, three of either to overcall two of the other, etc.

It has also been suggested that in order to

avoid any conflict of values that 7½ be made the Nullo figure. This, very naturally, has not been received with favor. The fraction would be confusing, and as a matter of fact there cannot be any serious objection to the conflict, as players using the Nullo soon become accustomed to it.

It may possibly require a somewhat extended trial to determine definitely just what is the best Nullo valuation. Either 11 or 5 would avoid conflict and individualize the bid. It is contended however that the one is distinctly too high, as it would of necessity make the Nullo the most important declaration; the other much too low, as at that figure the proposed bid would not prove a sufficient factor in the declaration to warrant its introduction.

The criticism upon the 11 valuation has in the East received a practically unanimous indorsement,[1] and the theory that 5 is too low is

[1] A prominent Auction teacher and writer, Mr. A. R. Metcalfe of Chicago, first suggested the value of 11 for the Nullo and still believes that to be the most advantageous figure as he considers two declarations of the same value very con

also probably sound, unless it be determined by experience that playing the Nullo is not particularly desirable, but that it is advisable to have it as a part of the declaration for the purpose of an original warning (i.e., to show less strength than one Spade) and for a rescue of the partner from any other declaration of one (in which case it would show great weakness).

The advocates of the Nullo do not believe in its limited use, but ardently contend that it is most important that it be made an addition to the play and not merely a preliminary declaration, as it cannot perform its task of equalization unless it be given a substantial value.

VARIOUS NULLO PLANS

The present theory is that Nullos should always be No Trumps. There are several other suggestions, however, which are entitled, at least,

fusing for the average player. He does not think with Nullos at 11 they will, with proper bidding, be played on the average more than twice in an evening's play. In the West Mr. Metcalfe has a large following, but in the East a value higher than 10 has failed to prove popular, possibly because Eastern Nullo bidders appear to be more venturesome.

to a thorough try-out before the details of the new scheme be definitely determined.

One is that a player be allowed to bid any suit Nullo, his call taking the value of that suit, the declaration to win in each case to outrank the declaration Nullo. With this plan adopted, the suit named would be the trump just as much if it be bid Nullo as if called directly. For example, if a Dealer start with two Hearts Nullo, the Second Hand could overcall with two Hearts, the Third Hand could bid two No Trumps Nullo, and the Fourth Hand two No Trumps, etc. Under this system the play of the Nullo would be varied, as it would be divided among the different suits and No Trump in practically the same ratio that they have hitherto been played with the Nullo unknown.

Still another plan is to give the Nullo a fixed value, but to allow the player who becomes the final Declarer with a Nullo call, after his bid has been passed by the others, to name any suit he desires to have trump, or to select No Trump, if he prefer to lose tricks playing a "without." Under this plan, during the declaration neither

the opponents nor the partner of the Nullo bidder would know what trump he would select if he become the final Declarer. It might even be possible for him to be so influenced by some declaration that he would shift from the make he originally contemplated to that of a high adverse suit call, which would seem to promise better Nullo success if it be the trump. This plan would open a new field for finesse for the daring bidder as he might risk an unwarranted call of a suit merely to induce its selection by the Nullo Declarer.

Still another suggestion for Nullo values is that 63 be arbitrarily fixed as a bid for a Grand Slam (i.e., losing every trick), and the value decrease 10 per trick. This would rate the Nullo as follows:—

3	for a bid of	1,	i.e.,	taking	not	more	than	6	tricks
13	" " " "	2,	"	"	"	"	"	5	"
23	" " " "	3,	"	"	"	"	"	4	"
33	" " " "	4,	"	"	"	"	"	3	"
43	" " " "	5,	"	"	"	"	"	2	"
53	" " " "	6,	"	"	"	"	"	1	trick
63	" " " "	7,	"	losing every trick.					

Under this plan Nullos could either all be played without a trump or the final Declarer

could be allowed to select either a suit (and if so which) or a No Trump.

But one other variation of the Nullo remains to be mentioned. It is the idea that the declaration be played to win tricks exactly as a No Trump but that the order of the cards be reversed, the Deuce being high, the Ace low. The argument in favor of this is that it has all the equalization advantages but does not require the players to learn a new game.

These schemes all appear to have merit; they should be accorded a thorough trial and the most attractive selected.

There are one or two other points in connection with the Nullo that have occasioned some discussion. It has been contended that the score obtained from fulfilling a Nullo contract should be entered only in the honor column, and therefore should not count for game. In favor of this there seems little sound argument. There is plenty of skill in the play of the Nullo, and if it be worth introducing at all, it certainly deserves to be counted in the trick column.

It has also been suggested that the failure to fulfill a Nullo contract and the successful double of a Nullo should have different values from similar situations with a positive declaration. Strange as it may seem, there is a material difference of opinion as to whether the figures should be increased or decreased. Some think that the Nullo is harder to make and, doubled or undoubled, the penalty for failure should only be half the usual figure; others contend that rash Nullo bidding should be strenuously discouraged, and defeating a Nullo should count 100 if it be undoubled, 200 if doubled. Once again there does not seem to be any sufficient reason for complicating matters by departing from the recognized values.

One other change has been advocated, but has not found favor. It is that when the declaration to lose is the contract, the player who first bids the Nullo should become the Dummy, his partner playing the combined hands. This might make it somewhat easier to fulfill Nullo contracts, as the weakness would not be exposed. It is not, however, advocated by Nullo

enthusiasts, as they consider it too radical a variation of Auction customs.

The counting of honors when the Nullo is played without a trump has also occasioned some discussion and the practice regarding it is far from uniform. Some prefer to play without any honors, others count the Deuces as they would the Aces in No Trump; a certain percentage of the latter only count the Deuces when four are held in one hand, alleging that it is otherwise too troublesome to remember their position. The custom of regarding the Aces as the honors, even when a Nullo is declared, is still observed by many. When this is done, the usual method is reversed and the Aces count against those who hold them.

At this writing, while the Nullo is being played in many localities and has received the unqualified endorsement of a number of able and influential writers, there is still considerable doubt whether it will ever be universally adopted.

ADVANTAGES OF THE NULLO

At present the popular sentiment concerning it is unquestionably greatly divided. Those who favor it are violent partisans; they consider a game without Nullos uninteresting and classify those who do not approve of the innovation as "stupid standpatters."

The main arguments in support of the new bid are:—

That it permits a large percentage (forty is probably a fair estimate) of hands that could not otherwise be declared to participate in the declaration.

That it gives an extra call to a considerable percentage (probably about thirty) of hands that contain some other declaration.

That it adds spice to the bidding, as it creates the keenest competition in many deals which otherwise would afford but one declaration.

That it immeasurably increases the skill of the play, as it requires a very different order of talent to play a losing game from that which Auction has hitherto required.

That as the play of the Nullo is admitted to be more difficult than that of a suit declaration and as a suit requires more ability than a No Trump, the new development will during the play require an advanced standard of Auction skill.

That it is a potent, yet dangerous, weapon in the declaration, as the determination of when and how far to use it requires a higher degree of judgment than the bidder has hitherto been called upon to exercise, and consequently greatly enhances his opportunities.

DISADVANTAGES OF THE NULLO

The objectors to the Nullo contend:—

That it requires every Auction player to master two totally dissimilar styles of play and to be able to use either when called upon.

That this is beyond the ability of any but the most expert card-player.

That the adoption of the Nullo will drive from the game all but a few stars, as it will prove far too difficult for the average player.

That many abandoned Whist because it was

"too hard work" to remember all the small cards. The play of the Nullo requires every one at the table to remember every card played and unplayed and consequently makes the game too laborious for nine out of every ten who are fond of Auction.

That in Auction without Nullos the expert has as great an advantage over the average player as can exist without destroying the popularity of the game. The introduction of the Nullo practically multiplies this advantage by three.

That the Nullo — by reason of additional bids, more hesitation in bidding, large increase in the number of contracts that fail, and great slowness necessarily incident to the play, trebles the average duration of a rubber. This takes away much of the attraction of the game, and viewed from a club standpoint is extremely unfortunate.

A CONSIDERATION OF THE NULLO ARGUMENT

Looking at the question without prejudice it would seem that the increased competition in bidding and the material value given to other-

wise worthless hands are distinct advantages; that the expert has a most attractive feature added to his play, and that when he once becomes accustomed to it he will not wish to go back to the other game.

But will the Nullo injure the popularity of Auction?

Unquestionably a certain percentage of players will abandon their afternoon rubber at the club when they find that they are apt to have a tiresome wait before they are afforded an opportunity to cut in and that they then cannot estimate with any accuracy how long a rubber will last.

The main danger, however, is that the Nullo will make the game too laborious and too difficult. The real lover of Auction should not desire to drive from the game a large proportion of those who play it. It does seem more than possible that the universal adoption of the Nullo will cause many to abandon the game at once and that their example in time will be followed by others who gradually realize that they are in too deep water.

In the play of a declaration to win, when the average player drops a trick he is generally able to realize his mistake; in playing the Nullo he often wins four or five more than his cards require and yet cannot comprehend that he has not played perfectly.

For a table of experts the Nullo seems to be a distinct and valuable improvement, with one or more weak players in the party it is almost an Auction crime to play it.

Unquestionably the new idea is too radical to permit a hasty determination regarding its adoption. Its novelty, its uncertainty as to values, its additional complications are all elements to be considered, but neither singly nor collectively are they sufficient to kill the Nullo if it prove an Auction attraction.

The lesson to be learned from the way Auction supplanted Bridge must be borne in mind by all Auction devotees. The card-playing public craves novelty. The change in the count added to the life of Auction and any other material improvement will have the same effect. On the other hand, any alteration which makes

the game too difficult for the average player must prove detrimental. At present there is no cloud in the Auction horizon; no other game threatens to supplant it in popular favor. One may, however, appear overnight, as soon as the majority of Auction players begin to find the pastime either too monotonous or too laborious.

SHOULD THE NULLO BE 8 OR 10?

With the numerous forms of the Nullo that have been suggested it is indeed a difficult task to predict which will ultimately be selected by the consensus of Auction opinion as the most attractive. At present it is almost universally played as a No Trump valued at either 8 or 10, the conflicting declaration to win in either case being given the precedence.

The argument in favor of the higher valuation, namely, that the Nullo being difficult to make and requiring great skill to play should be worth the maximum, is convincing, and yet with the new bid rated at that figure the suits, especially Clubs and Diamonds, are cast entirely too much in the background.

A record kept at one club indicates that with the Nullo at 10, No Trumps or Nullos are the final declarations in nearly seventy-five per cent of all deals, leaving but one in four to be played with a suit the trump.

This would seem to suggest that if the Nullo value must be as high as 10, then some scheme should be adopted to advance the suit values.[1] This would, however, be confusing and would cause the abandonment of the attractive distinction now existing between major and minor suits.

The Nullo at 8 is played with considerable frequency and is almost as valuable a forcer as at 10. It is to be hoped that the final decision may be in favor of this valuation.

THE PLAY OF THE NULLO

If Nullos do come, much will doubtless be written concerning the correct method of playing them. It is quite likely that many learned theories will be evolved, some of which it will be better for the average player never to under-

[1] See pages 448–51.

stand. It is yet far too early to announce any conventional or approved system. Experts will have to battle with each other in attack and defense before the wheat can be separated from the chaff and any detailed advice given. It is hardly likely that the play to lose will ever be systematized as the play to win has been. To teach a beginner how to play the Nullo is almost a hopeless task, and to give written suggestions when the management of every hand is so different from its predecessor, is still more difficult. At present it is doubtless sufficient to mention, for the benefit of those who desire to experiment with the new idea, that Nullos generally have to be played "by inspiration" after deriving all possible information from the declaration and sizing up the Dummy. There are no such things as fourth-best leads, high-card informatory leads, or "come-on" signals. Many of the recognized Auction principles are reversed, and the players indulge in more or less of a scramble to get rid of cards with which they might otherwise be forced to take tricks. It is rudimentary that this can best be accomplished by discarding, and

that leading a short suit paves the way which makes a discard possible. It is quite the usual thing, therefore, for the original leader to open his shortest suit, especially if it be a singleton, and to expect his partner to return it whenever the opportunity offers.

There are some hands, however, in which a wealth of small cards makes the lead of a long suit preferable to opening a short high one.

Leading a short high suit, such as queen, 8, is sometimes a mistake, as it warns the other side of its shortness, and also eliminates the possibility of an opponent leading the top cards of that suit with the idea that it is evenly divided and that he can by this form of gambit establish it with his adversaries.

Starting the play by winning a trick or two is a method that often has to be adopted. With Ace, King, 2, it would be folly to open with the low card. It is obviously much better to win the two inevitable tricks at once and remain with a sure loser rather than be left with re-ëntries, which are as undesirable playing Nullos as they are advantageous in No Trump.

The Declarer of the bid to lose, even more than his adversaries, must play by card instinct rather than by fixed principle. He knows the weakness of his own hand, but that being hidden he can take more chances with it than with high cards in the Dummy which his adversaries are scheming to make trick-winners at that fatal moment late in play when if the Dummy get in he cannot get out.

The Declarer, therefore, regardless of the number of tricks he may win, must get rid of Dummy's reëntries before he parts with all of Dummy's exits. The retention of the exit is most necessary, and it is just as important if possible to take such a card from an adversary.

All this theory, however, is hard to apply.

Card-sense rather than system must guide the player of the Nullo, whether he be Declarer or Opponent. Skill in the manipulation of the cards, ability to size up situations, and to play to the drop are the factors which produce satisfactory results. If, therefore, the card-players of the United States ever determine to adopt a system in which the loser is the winner, they may at least

be assured that it will add brilliancy as well as variety to the game.

THE DECLARATION OF THE NULLO

How the Nullo should be declared depends materially upon its value as compared with bids to win. There is very little difference, however, between the bidding of a Nullo worth 8 and a Nullo worth 10. As these are the values now in general use, a few words upon the declaration with either as the Nullo rating would seem appropriate.

The first question to be determined is, with what character of hand should a Nullo be bid. It is just the opposite of the declaration to win. There, at least, a certain number of winning cards must be held. To justify a bid to lose, there must not be more than a certain number of sure winners or dangerous cards. This is especially true in assisting a partner's Nullo, as the raising hand will be exposed and its weakness exhibited to merciless adversaries.

Having one or two good suits does not make an effective Nullo, if the hand contain too many

winners. The strength of a Nullo hand is not the presence of losers, but the absence of winners.

Of course the low cards (2, 3, 4, 5) are valuable and the doubtful cards (6, 7, 8, 9) are not so dangerous if the partner have started with a Nullo, as he may have most of the smaller ones in that suit. The high cards (Ace, King, Queen, Knave, Ten) are not winners if accompanied by a number of low ones of the same suit. For example, a three-card suit consisting of Ace, King, Queen, unless a discard be possible, would mean three sure tricks, but the same high-card combination accompanied by the 4, 3 2, would not be counted as a trick, as the low cards could be played whenever that suit was led.

The Dealer, or the Second Hand, who bids one Nullo must estimate that his partner will win his share of tricks, but can figure that playing the open hand is a great advantage and that his own hand will not be exposed. It is also sometimes most helpful to "get to the Nullo first," as it may frighten the adversaries away from that declaration.

In determining whether a hand warrants the bid of a Nullo, the cards should be divided into three classes, namely, winners, dangerous, and losers. These divisions are not made arbitrarily by the size of the cards, but by the general composition of the suit.

Examining a few hands will make this clear.

Take for example—

Spades	Ace, King
Hearts	Ace, King, 5, 2
Diamonds	5, 3
Clubs	Knave, 7, 6, 4, 2

The above hand is at least a two-trick Nullo, as the Spades are sure winners. One Heart at least must also be won if that suit be led three times before a discard can be obtained. It may, however, be possible to get rid of both high Hearts. It is almost sure that one can be discarded. The Knave of Clubs has sufficient small card support so that it is not dangerous. This hand should, therefore, be labeled two tricks sure, one more probable.

Spades	Ten, 9, 2
Hearts	Knave, Ten, 7
Diamonds	5, 4, 3, 2
Clubs	Ace, King, 2

While this hand has strong Nullo features (three Deuces and a perfect Diamond suit), it is not a good Nullo bid, as it has too many tricks, without a chance to discard. It seems likely to win two Clubs, one Spade, and one or two Hearts, so it is a four (possibly five) trick hand.

Every hand can be sized up in this way with more or less accuracy, and the question is how many tricks should bar an original Nullo bid and how many should prevent a player from advancing his partner's declaration to lose.

The whole Nullo scheme is as yet so new that players have not had sufficient experience to definitely determine the exact figure. It would seem safe, however, to fix three sure tricks as the limit, and to say that a hand which will probably take more than that number should never be started with a Nullo. On this basis three sure tricks becomes a border-line Nullo,

and any better Nullo hand should unquestionably be started with the new bid.

To bid two Nullos either as a preëmptive call or over an adverse declaration, the partner not having had a chance to declare, is always dangerous, and should not be ventured if the hand may take more than two tricks. The Nullo bidder should rarely, if ever, advance his own declaration unless his partner has indicated a Nullo holding.

To assist a partner's Nullo even once requires exactly the same lack of tricks that it does to bid it originally. It is perfectly true that one or even two cards that seem to be trick-winners may fall with a similar card or cards held by the partner; but it is the open hand, and in any suit in which the Deuce is not held even a "Three" may become a winner.

The play of the Nullo abounds in surprises, and heavy penalties can only be avoided by cautious bidding. The exposed cards of the player who helps his partner are targets at which the adversaries shoot their small cards. The Declarer may have three tricks; the declaration of

two allows only five to be won; therefore, with more than three, it is not wise to advance a Nullo.

To bid the Nullo higher than two, great judgment is required. To justify so doing, the hand must be better than the border-line holding and the partner must have assisted.

The great difficulty in sizing a hand for a Nullo bid is the question of the intermediate or dangerous cards. When they should be counted as a trick is often hard to determine. In this, experience is the best guide, but it is always well to remember that the Deuce is the most important card, a suit which is composed of

9, 8, 4, 3

may reasonably be estimated as one trick, and yet it stands a fair chance of taking two; but if it be

9, 8, 4, 2

it is infinitely stronger and can safely be considered as worth not more than one trick.

Estimating the winners in a hand soon be-

comes easy, and while of course the result often produces surprises of both kinds, the studious Declarer becomes remarkably accurate.

Spades	Queen, Ten, 7, 5, 4, 3
Hearts	6, 3
Diamonds	2
Clubs	King, Queen, 4, 2

is sound Nullo bid. Both high Clubs can probably be discarded,—one certainly can be; the Spades may cost a trick, but only a long adverse Deuce can produce that result. It may be a trickless hand and two would seem to be the maximum. With such a holding a partner who has started with a Nullo can be advanced several times. Even if this hand be exposed it cannot, if skillfully played, be forced to take more than two tricks and probably not that. The chances are in that case the partner has the Deuce of Diamonds in which event the Club suit alone is dangerous. Even as an open hand two tricks would seem about the maximum, one the probability.

THE NULLO RESCUE

If the partner of the Nullo bidder have a prohibitive holding he should not allow the Nullo to stand. Its doom in that case is sure and if possible should be avoided.

The situation is very different from a player with a "bust" passing his partner's declaration to win. In that case, he too must bid to win and must go higher; he must also remember that his partner may have the strength to fulfill his contract although he be unassisted.

The Nullo rescue presents the opposite proposition. The partner of the bidder to lose knows that, no matter how wonderful the holding of the Declarer may be, the contract cannot be fulfilled. Furthermore, the Nullo holder may have strength in his declaration, as a Nullo does not by any means negative aid for a declaration to win.

The rescue theory, however, may readily be carried too far. One Nullo is not apt to stand, and a sound bidder who calls one does not go to two without encouragement from his part-

ner.[1] Of course, if the partner have a declaration to win that looks like a possible game, he should make it over one Nullo; but otherwise he should not take that call out unless he have an unusually awkward Nullo holding.

The one place in which a rescue is imperative is when the partner has doubled an adverse Nullo. In that event if the Declarer be satisfied from the character of his hand that the double will fail, he must if any way present itself get his side out of a most unpleasant predicament.

PREËMPTIVE BIDS

With the Nullo a part of the declaration preemptive bids become much more important. It is another dangerous declaration to shut out, and therefore with a hand which will be a bonanza for the adversaries if Nullos be played, it is often wise to start with two No Trumps or a high bid in Hearts or Royals, although the hand contain general strength. Without Nullos such a hand is willing to encourage ad-

[1] Except with a practically trickless hand.

verse bidding; with the Nullo in the game the situation is reversed.

The Nullo being the most dangerous bid to make is more easily shut out by preëmption than is the case with a declaration to win, and that character of bidding with the Nullo in the game assumes even more importance than heretofore.

THE COMBINATION NULLO

Much more frequently than the player with little Nullo experience would imagine, a hand justifies both a declaration to lose and one to win. Two examples follow—

Spades	Ace, King, Queen, 5, 4, 2
Hearts	Ace, 4, 2
Diamonds	6, 3
Clubs	4, 3

Spades	Ace, 5, 3, 2
Hearts	4, 3
Diamonds	Ace, King, 5, 3, 2
Clubs	Ace, 3

The first is a combination Royal and Nullo; the second a combination No Trump and Nullo.

These hands, just as is the case with a two-suiter, should be declared with the object of giving the partner the opportunity to indicate which declaration is the better for his holding.

The first call should, therefore, be the higher valued declaration, and it should if possible be followed by two of the lower. This gives the partner the option of allowing the second selection to stand or of going back to the first without increasing the size of the contract.

For example, in the first case mentioned, if the Nullo be valued at 8 the initial bid should be one Royal followed by two Nullos. If the Nullo be played at 10, it should be called first, followed by two Royals.

THE ONE SPADE BID

The introduction of the Nullo does not by any means eliminate from the game the bid by the Dealer of one Spade. While it is not made so frequently, there are still many hands which permit no other call.

Any hand which does not contain a declaration to win and which would probably take

more than three tricks in the declaration to lose should be called one Spade.

It is, therefore, obvious that the partner of a one Spade bidder should be very conservative in making a Nullo declaration. If the Dealer call a No Trump or a suit he may still have a Nullo hand, but when he starts with a Spade he negatives that possibility.

After a Dealer's Spade the Third Hand should not bid a Nullo with any hand containing more than a maximum of two tricks; even with but two it is a dangerous call.

THE NULLO SECOND HAND

Over a Dealer's bid of one Spade the Nullo should be bid by the Second Hand with any holding with which a Dealer would open with the declaration to lose.

CREDIT FOR THE NULLO

The Nullo was invented by Mr. Fred C. Thwaites of Milwaukee. At the time the idea occurred to him (latter part of 1912) he was the President of the American Whist League.

He did not make it public until after he had given it a thorough trial. His original value was 10 but outranking the No Trump. He however now agrees with Mr. Metcalfe's idea of 11.

The first series of Nullo articles was written by Mr. Metcalfe and appeared in the Chicago "Tribune" in February and March, 1913.

In the East a most able battle for the idea has been fought by Miss Florence Irwin in her weekly Auction articles in the New York "Times." Long before other metropolitan writers she recognized the advantages of the plan and urged, first, that it be given a trial, and then, becoming more confident of her ground, that it be adopted.

PART VI

PART VI

DUPLICATE AND PROGRESSIVE AUCTION

Duplicate and Progressive Auction are two variations of the ordinary method of play that are rapidly increasing in popular favor.

The former plan is employed when players desire, as far as possible, to eliminate the luck of the deal by equalizing the distribution of the cards. It is used by those who wish to make the game, as nearly as it can be, one hundred per cent skill, and who, in order to accomplish that purpose, are willing to submit to some inconveniences and complications.

Progressive Auction is the favorite plan for Auction parties, large or small, where the higher test of skill furnished by Duplicate play is not desired, but where it is deemed more attractive to arrange that each pair, instead of playing at one table against the same opponents during the entire session, shall meet a number of different adversaries. In many cases the partners

also are frequently changed, so as to add all the variety possible to the contest and to make it an individual rather than a pair competition.

While it is true that in many forms of the Duplicate game some of the players are required to progress, it has nevertheless become customary to designate as Duplicate any style of Auction in which the same hand is played more than once, while the term Progressive is applied to games in which the hands are not replayed, but in which the players, or at least a certain percentage of them, at certain specified periods move from one table to another.

It is unquestionably correct to call a duplicate contest in which some of the players move, Progressive-Duplicate.

All these variations of Auction are very attractive and they would doubtless be in more general use were the most approved methods for their management generally understood.

The rudimentary explanation which follows of the manner in which these games may be conducted is given with the hope that it may facilitate the task of those who, with little pre-

vious experience, wish to arrange or participate in contests of this character.

DUPLICATE AUCTION

The idea of playing Auction, or any other card game, in Duplicate is to increase the percentage of skill by eliminating the luck which of necessity must result from the deal.

Duplicate Auction is played much as ordinary Auction with this exception: The hands are kept separate as played and are then used again in the overplay. A separate pack of cards is required for each deal.

The first impression which the mind receives when it grasps the idea of playing a card game in duplicate is that all luck must thereby be eliminated and that the result of the game must conclusively demonstrate the comparative ability of the contestants.

When a team plays both the North and South and East and West hands, and its opponents hold the same cards, or when the score of a pair is compared only with the scores of other pairs who have played with exactly the same

hands against adversaries with precisely the same cards, it seems as if skill must be the only factor in the determination of the result.

This, however, is not literally true. The Duplicate game is the highest possible test of Auction science, and in the long run is sure to bring the most expert players to the top, but a single deal or even a single session is far from conclusive.

Bad play and unwarranted declarations may prove successful for a time, but in the end, if the Duplicate system be adopted, the sound bidder and skillful player will receive his merited reward.

There is considerable difference of opinion in regard to the respective percentages of luck and skill in an ordinary game of Auction. It is not a question which can be determined with mathematical accuracy, as it must vary materially with the skill of the players. With beginners it may be ten per cent skill and ninety per cent luck; with experts the percentage of skill may run as high as thirty. What it really is must be at best a guess. There can be no doubt, how-

ever, regarding the effect that the adoption of the Duplicate form of play produces upon the respective percentages of luck and skill. It is estimated that in Duplicate team matches the percentage of skill varies from eighty to ninety-five, while in Duplicate-Progressive contests it is somewhat lower, ranging from sixty to ninety per cent.

The reason for this difference is that in a contest in which one team (no matter what its size may be) plays exclusively against another, the losing declarations and the tricks thrown away by any individual or pair must, as they should, advance the score of the opposing team.

In Progressive-Duplicate, however, when, for example, Pair A plays a complicated set of deals against Pair Y and a simple set against Pair Z, while Pair B, playing the same deals, reverses the opponents, it may be that A, B, and Z declare and play them all perfectly; that Y is able to handle the easy ones successfully, but unable to do justice to the intricate situations. In this case the comparison of the scores

of Y and Z would indicate the amount of skill they have respectively exhibited, but the comparison between A and B, although both played with exactly the same degree of ability, would result in favor of A, merely because A had the good fortune to play the difficult deals against the weaker adversaries.

Team matches are, therefore, the most satisfactory tests of skill, but they are only possible when there are contesting teams. Progressive-Duplicate is suitable for any form of game participated in by eight or more players, and while not as conclusive a test as team play, it is nevertheless much more apt to reward ability than Progressive Auction played without any duplicate feature.

A celebrated English authority once gave as his opinion that in playing straight Whist (i.e., Whist as the cards happened to be dealt), it took ten years of constant play to even up the luck. In playing Progressive-Duplicate a very few sittings will accomplish the same object.

Any kind of duplicate play is a much more satisfactory test of skill than any method which

allows the luck of the deal to be the most important factor in determining the winner.

All duplicate methods of play were very popular in Whist (they still are with those who retain their love for that game), but did not find so much favor in Bridge, as it was argued that the variations in the makes and differences in the score made the play, even of the same cards, so dissimilar that comparisons were of little value.

When Auction was introduced, it was generally supposed that the same argument must apply even more forcefully to a bidding game, and consequently, until very recently, the duplicate propositions received but little attention. Now, however, it is realized that the idea of abandoning rubbers and making each deal count for itself, as far as the game score is concerned, eliminates the objection that playing to the score (impossible to accomplish successfully in duplicate) is essential in Auction. It is also now conceded that skill in the declaration is more important than science in the play, and that when each deal constitutes a separate game, playing in duplicate produces a most valuable

comparison of the manner in which the competing players declare.

The Auction players of the United States have therefore just awakened to the realization that Duplicate Auction is not only possible, but that it is a most attractive and instructive form of play.

HOW TO PLAY DUPLICATE AUCTION

To play Auction in duplicate the use of duplicate trays is advisable. These trays are square, each containing four pockets, one opposite each player. Upon each tray is a star or arrow to designate the way in which it must be placed upon the table and to show which player is the Dealer. As a rule this symbol is directed toward the North, but in rooms which do not point North and South it is pointed toward some particular wall which is designated for that purpose. The trays are numbered on the back, and if played in numerical order the deal rotates as in the ordinary game.

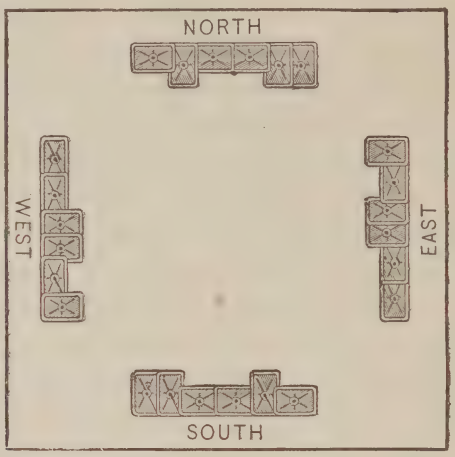
Playing a deal for the first time the hands are dealt in the usual manner and the tray is then

placed on the table in the proper direction. The declaration proceeds without any variation, but when the play starts, instead of gathering the cards in tricks, each player lays his cards face up in front of him, the Declarer either playing or naming the card for the Dummy to play.

As soon as a trick is complete, the four cards composing it are turned face downward and are so placed that they show which side has won each trick. This is accomplished by having the two players who win the trick point their cards toward themselves, while the losers place their cards pointing toward their opponents; this of course leaves the longer side next to the player. During or at the end of the play it is quite simple to count the number of tricks won by each side. When the score is made up, if there be any mistake or dispute it is perfectly easy to examine the direction the various cards point and ascertain which trick or tricks is the cause of trouble. The trick or tricks in question can then be turned over and the correct count determined.

The following diagram shows the method above described of retaining the cards and desig-

nating the winner of each trick. It shows how a table would appear at the end of six tricks if North and South had won the first, second, and fifth tricks, East and West the third, fourth, and sixth.



When the score has been agreed upon and entered on the score-sheet, each player shuffles his hand (so that the order in which the cards were played cannot be noticed by the player who next gets it) and places it in the pocket of the

tray which is opposite to him. This tray is then ready for the overplay.

The overplay of a tray differs from the original in one respect only. The cards are not dealt. Each player takes his hand from the pocket immediately in front of him, and the player who is shown by the tray to be the Dealer starts the declaration. On the last play of a tray, unless the players desire to preserve the hands for future reference, the play can be as in ordinary Auction, the tricks being booked. It goes without saying that in placing the trays upon the table for overplay, great care must be exercised to see that they are pointing in the right direction before any player looks at a card.

The Whist Club of New York until very recently (November, 1913) did not consider that a sufficient amount of Auction was being played in duplicate to make advisable the adoption of a special code governing that form of game.

It has now, however, become evident that Auction is following in the footsteps of Whist, and that the duplicate method of play which best develops the science of the game, having been

made practical, is sure to grow in popular favor. The laws which follow are believed to be the first Duplicate code that has appeared in print.

THE LAWS OF DUPLICATE AUCTION

(Adopted by the Whist Club of New York, November, 1913.)

Duplicate Auction is governed by the Laws of Auction,[1] except in so far as they are modified by the following special laws:—

A. *Scoring.* In Duplicate Auction there are neither games nor rubbers. Each deal is scored just as in Auction with the addition that whenever a pair makes 30 or more for tricks as the score of one deal, it adds as a premium 125 points in its honor column.

B. *Irregularities in the Hands.* If a player have either more or less than his correct number of cards, the course to be pursued is determined by the time of the discovery of the irregularity.

(1) When the irregularity is discovered before or during the original play: There must be a new deal.

[1] See pages 15–46.

(2) When the irregularity is discovered at the time the cards are taken up for overplay and before such overplay has begun: It must be sent back to the table from which it came, and the error be there rectified.

(3) When the irregularity is not discovered until after the overplay has begun:

In two-table duplicate there must be a new deal; but in a game in which the same deals are played at more than two tables, the hands must be rectified as is provided above and then passed to the next table without overplay at the table at which the error was discovered, in which case, if a player have less than thirteen cards and his adversary the corresponding surplus, each pair takes the average score for that deal; if, however, his partner have the corresponding surplus, his pair is given the lowest score and his opponents the highest score made at any table for that deal.

C. *Playing the cards.* Each player, when it is his turn to play, must place his card, face up-

ward, before him and toward the center of the table. He must allow it to remain upon the table in this position until all have played to the trick, when he must turn it over and place it face downward, nearer to himself; if he or his partner have won the trick, the card should point toward his partner and himself; otherwise it should point toward the adversaries.

The Declarer may either play Dummy's cards or may call them by name whenever it is Dummy's turn to play and have Dummy play them for him.

A trick is turned and quitted when all four players have turned and ceased to touch their respective cards.

The cards must be left in the order in which they were played until the scores of the deal have been recorded.

D. *The Revoke.* A revoke may be claimed at any time before the last trick of the deal in which it occurs has been turned and quitted and the scores of that deal agreed upon and recorded, but not thereafter.

E. *Error in Score.* A proven error in the

trick or honor score may be corrected at any time before the final score of the contestants for the deal or deals played before changing opponents has been made up and agreed upon.

F. *A New Deal.* A new deal is not allowed for any reason, except as provided in Laws of Auction, 36 and 37.[1] If there be an impossible declaration some other penalty must be selected.[2] A declaration (other than passing) out of turn[3] must stand; as a penalty the adversaries score 50 honor points and the partner of the offending player cannot thereafter participate in the bidding of that deal.

The penalty for the offense mentioned in Law 81 is 50 points in the adverse honor score.

G. *Team Matches.* A match consists of any agreed number of deals, each of which is played once at each table.

The contesting teams must be of equal size,

[1] See pages 22–23.

[2] See Law 50, page 27. The same ruling applies to Law 54, page 30.

[3] This includes a double or redouble out of turn. See Law 57, page 31.

but each may consist of any number of pairs (not less than two). One half of each team, or as near thereto as possible, sits north and south; the other half, east and west.

In case the teams are composed of an odd number of pairs, each team, in making up its total score, adds, as though won by it, the average score of all pairs seated in the positions opposite to its odd pair.

In making up averages, fractions are disregarded and the nearest whole numbers taken, unless it be necessary to take the fraction into account to avoid a tie, in which case the match is won "by the fraction of a point." The team making the higher score wins the match.

H. *Pair Contests.* The score of a pair is compared only with other pairs who have played the same hands. A pair obtains a plus score for the contest when its net total is more than the average; a minus score for the contest when its net total is less than the average.

HOW THE AVERAGES ARE COMPUTED

A pair is credited with its net score for the deal or deals it plays against the same opponents. For example, if Pair A score 750 against 600 for Pair B, Pair A would be marked +150, pair B −150. A pair who play against three opponents during a contest, and who score + 125, −100, and −250 respectively, would have a net score for the purpose of comparison of −225; should the other two pairs who played the same hands have net scores of −250 and −425 respectively, the average would be −300 and the pair in question would have for the contest a plus of 75.

VARIOUS DUPLICATE METHODS

There are various forms of Duplicate, but possibly the most satisfactory is that generally known as the "team-of-four match," which is the system under which thousands of Duplicate Whist matches have been played.

TEAM-OF-FOUR MATCH

But one objection has been advanced against the team-of-four match, and that is that it requires an exact number of players, namely, eight. Four is, however, a very convenient number for a club to select, and therefore this method is generally used in any inter-club game in which there is a real desire to test the skill of the contestants. It also affords an interesting and, if a sufficient number of games be played, a conclusive method of determining the comparative merits of two fours of the same club.

It is played as follows: —

Two players of one four sit north and south at the first table; the other two take the east and west positions at the second table. The east and west seats at the first table and the north and south at the second are filled by the opposing team.

When the duplicate play is completed, both teams have held all the hands at both tables, and if the declaration be the same and the play be equal, each side will have the same score for

each tray. Any variation in the declaration or play produces on the score-sheet a gain or loss as the case may be.

Twenty-four trays make an excellent length match for one sitting, and the schedule which follows shows how that number of trays may be played (the players changing positions at the end of every four deals) so as to divide the various partnerships equally. The players on one team are numbered 1, 2, 3, 4; on the other, 5, 6, 7, 8.

First Table					*Second Table*			
North	South	East	West	Deals	North	South	East	West
1	2	5	6	1– 4	7	8	3	4
1	2	7	8	5– 8	5	6	3	4
1	3	7	5	9–12	8	6	2	4
1	3	6	8	13–16	7	5	2	4
1	4	5	8	17–20	7	6	2	3
1	4	6	7	21–24	5	8	2	3

If the match be a two-session affair, 48 deals is a desirable length, and by playing the second session in the following positions each player has the opportunity to sit on both sides of each opponent: —

First Table					*Second Table*			
North	South	East	West	Deals	North	South	East	West
1	2	6	5	25–28	8	7	3	4
1	2	8	7	29–32	6	5	3	4
1	3	5	7	33–36	6	8	2	4
1	3	8	6	37–40	5	7	2	4
1	4	8	5	41–44	6	7	2	3
1	4	7	6	45–48	8	5	2	3

The following schedule is often used for a match of twenty-four deals: —

First Table					*Second Table*			
North	South	East	West	Deals	North	South	East	West
1	2	5	6	1 and 3	7	8	4	3
2	1	5	6	2 4	7	8	3	4
2	1	7	8	5 7	5	6	3	4
1	2	7	8	6 8	5	6	4	3
1	3	7	5	9 11	8	6	4	2
3	1	7	5	10 12	8	6	2	4
3	1	8	6	13 15	5	7	2	4
1	3	8	6	14 16	5	7	4	2
1	4	8	5	17 19	6	7	3	2
4	1	8	5	18 20	6	7	2	3
4	1	6	7	21 23	8	5	2	3
1	4	6	7	22 24	8	5	3	2

In a match between two teams of four, it is not at all necessary that any schedule should be used. It is really comparatively unimportant

whether each player sit for an equal number of deals on each side of each opponent. It does, however, make a better match to have each player on each side play one third of the deals with each player on his side as his partner rather than the entire match with the same partner.

The above schedules, however, accomplish their purpose and are desirable for those who do not find them too complicated.

MATCHES BETWEEN TEAMS OF MORE THAN FOUR

When more than four players constitute a team, if the number be eight, twelve, sixteen, or any multiple of four, the match may be played as if it were two or more teams of four matches; but when that plan seems too cumbersome, or when the number of the contestants is such that it is not possible, a very simple method may be adopted.

When there is an even number of pairs on each side, one half sit north and south, the other half east and west, the trays are moved from table to table until all are played at every table and the scores are then totaled.

If, however, a match be played with an odd number of pairs on each side (for example, ten players, five pairs), the average is taken and each team adds to its score, as though won by it, the average of all pairs who sit opposite its odd pair. Duplicate Law G[1] fully explains this method of procedure.

There are a number of schedules for matches between teams of more than four, but they are so complicated that it is not advisable to use them unless the match be managed by some experienced "Duplicate general."

In a team match with more than four players on each side it is not wise to attempt to play very many trays at a session, as there is a certain amount of delay necessarily incident to moving the trays and it is a mistake to drag out Duplicate play too long. Twenty-four trays may be played by two tables, but when there are more than eight players twenty-one trays is the maximum number that should be used, unless all the contestants are unusually prompt both in declaration and play.

[1] See page 385.

THE SCORE

In all duplicate contests the score is kept upon a somewhat different basis from the ordinary game of Auction. As the trays come to the various tables in very different order, it is obvious that there cannot be any playing to the score, and that each deal must count exclusively for itself.

Rubbers and all prior scores are therefore eliminated, but winning 30 or more for tricks is awarded an additional 125 points.[1]

At first it seems as if the elimination of such attractive features as playing to the score and counting rubbers must take a great deal of interest out of the game. The Duplicate player, however, soon finds that this is not the case. As in the ordinary game, the fact that one side has a score only affects the question of whether or not it goes game in very small percentage of the deals, that is really a most unimportant matter in either declaration or play, and the only serious difference to which the Duplicate player has to

[1] See Duplicate Law A, page 382.

accustom himself is that he is never playing the rubber game. The bonus of 125 awarded for making 30 or more trick points with any deal is virtually the same as that received by a player of Auction when he wins either the first or the second game of the rubber.[1] In Auction the fact, bluntly stated, is that a player receives a prize of 125 for winning the first or second game, of 250 for the rubber game. In Duplicate the player is always in the same position as if playing the first or second game. Flag-flying, therefore, is not as tempting, which may be a good thing for a partner with weak nerves.

In keeping a Duplicate score it is wise to enter the final declaration on the score-sheet, and also all points made. The net of each deal, however, is the factor which counts, not the gross. If one pair bid and make four Hearts with 32 honors, their net, for the deal, is 32 + 32 + 125, or 189, plus; if doubled it is 82 more. The net of the adversaries is minus the same figure.

[1] See pages 112–14.

In team matches it does not matter whether each pair counts its net or its gross except for the basis of pair comparison, but in all pair contests and in computing averages the net alone is considered, and it is without doubt the true basis upon which to reckon all Duplicate scores.

In order that there may be no misunderstanding of exactly what is meant by the net score another example is given:—

At Table 1, Pair A, playing North and South, bids four Royals; the call is doubled by Pair X and the Declarer falls two tricks short of the contract, but has four honors in one hand and the fifth in the other. A scores 81; X, 200; which makes the net of A, − 119; of X, + 119.

The same deal played at table 2 results in Pair B (North and South) being outbid by Pair Y (East and West); Y's call of five Hearts, which is not doubled, goes down one, and Y holds four honors in one hand. The score, therefore, is B, 50; Y, 64; or a net of + 14 for Y, − 14 for B.

At the third table, Pair C (North and South) bids three Royals; is doubled, but Pair Z allows

a trick to escape; so C scores 54 + 50 + 81 + 125, or a net of +310.

These scores would be computed as follows:—

	North and South	
	+	−
Pair A		119
B		14
C	310	
	310	133
	133	
	3) 177	
Average	+ 59	for North and South.

The North and South results would be—

	Above Average	Below Average
Pair C	251	
B		73
A		178
	251	251

The averages may most advantageously be made up at the end of a session on a blackboard or a large sheet of paper. As in the above example, all the net scores made by the North and South pairs are added and the same thing happens to the East and West net scores in another column.

The total in each case is divided by the number of pairs and the quotient is the average.

If this be a plus, all who make a higher plus than the average are winners; if it be a minus, all who make a smaller minus than the average or who make a plus are winners.

PAIR CONTESTS

Most contests between Auction players are between pairs, and many intricate formulas which were devised for this form of game in the days when Duplicate Whist was in the height of its popularity are equally available for the more modern game.

The use of any complicated plan which involves irregular movement of trays and players from table to table is confusing for any not accustomed to managing such events, and apt to result in extended delay if it do not produce some serious mistake.

For general use the most simple methods are the best; therefore, it is advisable, if adversaries are to be changed, to have an odd number of tables in the play. When that is the case

the North and South players retain their seats during the session; the East and West move in one direction, the trays in the other. At the start each table has placed upon it the number of packs of cards and trays to be played before a shift of players and trays takes place.

For example, in a five-table game, four trays and four packs are placed on each table. The packs are dealt, played, and placed in the trays before any change takes place.

As soon as the play has finished at all the tables, the East and West players move up one table; that is —

From Table No.	to Table No.
5	4
4	3
3	2
2	1
1	5

The trays are moved, in blocks of four, in the opposite direction to the next table. The same change is made at the end of the play of each four trays until all have been played by all the players and every East and West pair has played at every table.

The North and South and East and West averages are then made up,[1] and the players ranked plus or minus, as their scores stand above or below the average of the direction in which they sat. Of course North and South scores do not in any way compare with East and West, nor do East and West with North and South.

With an odd number of tables the above is a perfectly simple and unquestionably the most satisfactory method of play; but when the number of tables is even it does not work, as the East and West players, when they have half finished the circuit, strike the same deal with which they started. This plan has one other limitation: the number of deals must be a multiple of the number of tables.

When there is an even number of tables participating, the easy plan is to have all the players sit still during the entire session playing against the same adversaries, the trays being moved from table to table. This permits any number of deals to be played, but does not afford as much variety as a method which changes the

[1] See page 396.

adversaries. Quite a number of modifications of the plan above described for an odd number of Tables have been evolved in order that it may be adapted to a game for an even number. They are all somewhat troublesome to manage correctly and require care. Seven of these modifications follow: —

First modification. After playing half through, the East and West players skip one table, and finish at the same table at which they began. Each East and West pair, consequently, misses one North and South pair, and plays twice against the first opponent.

Second modification. After the match is played half through, the deals are moved once, while the East and West players remain seated and play again against the same North and South players, thereafter changing as before, but finish without playing against the final pair of opponents. The effect is the same as in the preceding plan.

Third modification. Play once through by the first plan; then put out a new set of deals and play through again, each East and West pair

commencing on the second round at the table they skipped on the first round. This plan requires twice as many trays as there are tables.

Fourth modification. Play once through by the second plan, put out a new set of deals and play through again. On the second round, the East and West players commence at the table next after the one at which they played twice. This plan also requires twice as many deals as tables.

Fifth modification. Play once through by first plan, move East and West players one table, put out a new set of deals, and play through by the second plan. This requires twice as many deals as tables.

Sixth modification. Play once through by second plan, move East and West players one table, put out a new set of deals, and play through by the first plan. Requires twice as many deals as tables.

Seventh modification. Play two trays at each table, move the East and West players after each tray has been played, but do not move the deals until both have been played by the North and

South players. The East and West players move twice around the room. This requires twice as many deals as tables, and is not applicable to an even number of tables divisible by three without a remainder.

There are many ingenious methods which are so arranged that each pair plays against each other, but they are so complicated that for general use they are hardly practical and their consideration is manifestly out of place in an article intended for a player with little or no Duplicate experience.

DUPLICATE SCORE-SHEETS

There is nothing in existence which by any stretch of the imagination can be called a standard Duplicate score-sheet.

Unquestionably every pair should keep its own score, and the following is suggested as a handy form:—

SCORE-SHEET FOR DUPLICATE AUCTION

SCORE OF M_____ AND M_____

POSITIONS AT TABLE _____ AND _____ DATE 19—

Deal	Final Declaration	Our Trick Score	Our Honors and Penalties	Names of Opponents	Their Trick Score	Their Honors and Penalties	Our Net Score	
							+	−

In entering a declaration, if it be doubled it should be underlined; thus, 3H; a redouble is shown by two such lines; thus, 4D The sheet with five deals entered on it is shown on the next page.

SCORE-SHEET FOR DUPLICATE AUCTION

SCORE OF MRS. SMITH AND MR. BROWN

POSITIONS AT TABLE NORTH AND SOUTH

DATE
Dec. 1, 1913.

Deal	Final Declaration	Our Trick Score	Our Honors and Penalties	Names of Opponents	Their Trick Score	Their Honors and Penalties	Our Net Score	
							+	−
1	N	50	30	Mrs. Jones Mr. Green	0	0	205	
2	2R	0	18	Same	27	0		9
3	4H	0	32	Mrs. Henry Mr. James	0	200		168
4	5D	140	156	Same	0	0	421	
5	2N	0	30	Mrs. Chestnut Mr. Broadway	40	0		135

In case a pair do not play in the same direction during the entire sitting the letters "N & S" or "E & W" should be entered after each deal.

In entering the net the 125 should be included whenever a trick score of 30 or more is made.

MNEMONIC DUPLICATE

In considering the various ways in which Auction may be played in Duplicate, one must be mentioned which cannot be recommended; it is mnemonic, or, as it is generally called, "memory" Duplicate.

When Duplicate Whist was first suggested, a method originally known as "Single-Table Duplicate," but which subsequently was generally called "memory" Duplicate, became popular, as it enabled two pairs to play a Duplicate match against each other. Especially in social games at home, four people often wish to participate in a contest of a more conclusive character than is possible without some form of duplicate, and at first Whist players thought the single-table game would meet this demand.

The idea briefly described is for the same players who participated in the original play on the overplay to hold the hands previously played by their opponents. This is accomplished either by the players changing seats on the overplay or the direction of the trays being altered.

At first this was supposed to be a perfectly satisfactory method, but even Whist players soon found that the winner of this style of game was determined by the ability to remember the position of the cards rather than the skill to play them perfectly.

A player who possesses the faculty of remembering the situations, during the overplay, is able in every doubtful case — and in many which under normal conditions would not be doubtful — to take the finesse the right way, lead trumps at the proper moment, etc.

In whist every effort was made to suppress this memory feature, but it continued to be the most important part of the game, and as a result Mnemonic Whist was abandoned.

With such a result in Whist it is evident that it is foolish to think of Memory Duplicate as

an Auction test. On the overplay the declaration must at once betray the whole situation to any player possessed of even the smallest amount of Mnemonics. Practically every hand would be declared and played not as the holding would suggest, but as the memory would dictate. The whole proceeding would at once become a farce, too foolish to deserve serious consideration.

It is most unfortunate that the memory feature cannot be eliminated from the single-table game, as some style of Duplicate which can be used by four players is greatly needed. It is an objection to the Duplicate game that it requires at least eight players, and any practical plan for playing it with one table would be heartily welcomed, especially by players in the smaller cities and towns.

A PLAN OF CONTEST FOR TWO PAIRS SUGGESTED

The only suggestion for a contest between two pairs which seems at all feasible is that some club (or, better still, a number of clubs), with a large Auction membership, arrange to have a series of deals played at a considerable number

of tables, and that a complete record be kept of the position of the cards, the scores made on each deal, etc. If these deals be played at enough tables the averages in each direction should show with a reasonable amount of accuracy the net plus or minus that should be made each way.

Giving such a collection of deals to the public would greatly benefit the game. It would permit pairs in every city, town, and village to compare their abilities in a series of instructive contests, and the result would demonstrate the weakness of some theories, the soundness of others.

Of course, it would not do for any one who intended to participate in the play to place the cards in the trays, but that could be fixed by some friend. The trays, once arranged, could be played at any time by any number of pairs, provided no one of the contestants had heard the previous play discussed.

In each case the victors would be the pair with the score above the average, and the size of the victory would be the difference between

the average and the score of either the winners or the losers.

PROGRESSIVE AUCTION

Progressive Auction is a favorite method of play at parties of three or more tables where the social feature is more important than the development of, or reward for, the highest degree of scientific play.

It is just as popular at gatherings where both ladies and gentlemen participate as it is at "an afternoon Auction" attended exclusively by the fair sex, or at a "card night" in a man's club.

In a Progressive game, as each deal is played but once, duplicate trays are not used. The arrangement of the players and management of the game is therefore much more simple than in a Duplicate contest. At the start of the play and after each progression the position of the deal is decided by cutting; low deals.

There are numerous variations in the way in which a Progressive game may be conducted. They may be briefly stated as follows:—

(*a*) Different methods of seating the players at the beginning of the game.

(*b*) Various schemes governing the duration of the play before each progression.

(*c*) Numerous plans for determining who is the winner.

(*d*) The question of whether each player shall receive a new partner at each progression or retain the same partner during the entire game.

(*e*) The determination of which players progress and how the progression is to be made.

(*f*) When the game shall terminate.

DIFFERENT METHODS OF SEATING THE PLAYERS AT THE BEGINNING OF THE GAME

The management of the game is not affected by the way the contestants sit at the start of the play. It is always wise, however, to have some method of determining this in order to avoid confusion.

Of course the players may be told that they can take any seats, but even then some hesitate,

and late arrivals are always in doubt as to where they are to sit.

It is better, therefore, to have the name of each player placed at the seat arbitrarily assigned to him. If the gathering be very large, it is a good plan to have a diagram which shows the manner in which the tables are numbered and the first seat assigned to each player. This chart should be posted in a conspicuous place; it prevents the confusion and delay otherwise incident to the finding of their respective seats by unaided players.

One advantage of an arbitrary assignment is that those who know each other well may be placed at the same table. Inexperienced players claim that this reduces their "nervousness" and starts them off feeling "at home" with their surroundings.

If, for any reason, an arbitrary assignment seem inadvisable, the players may either cut for their places, or, better still, draw pieces of paper on each of which a seat is named; as, for example, "Table 2, East." If papers have not been prepared, the draw should be made from

a specially arranged pack from which all the cards above the number of the tables have been removed. For example, with twenty-eight players, seven tables, all cards above the sevens are taken out, the four Aces play at table 1, the four deuces at table 2, etc. The two players who draw the same color are partners, the Heart has the North seat, the Diamond the South, the Club the East, and the Spade the West.

If the partners have been previously arranged, only one of each pair draws in the lottery for the original seats.

VARIOUS SCHEMES GOVERNING THE DURATION OF THE PLAY BEFORE EACH PROGRESSION

Progressions should be made with sufficient frequency to insure the desired amount of variety and yet not so often that they become a nuisance.

To change at the end of each deal would transform a game into a procession. If a given number of deals are to be played, four is, doubtless, about right, but the objection to this

method is that some players are much more deliberate than others both in play and declaration.

If two slow pairs get together for four deals it often happens that the play is concluded at most of the tables before the time-killers are half through. This means a long tiresome wait for a majority of the party, and also that the slow players are annoyed and possibly further delayed by conversation and confusion.

It is better, therefore, not to measure the duration of each sitting by the number of deals to be played, but by the length of time required for a game or rubber. If a game be selected as the limit, it is customary to make it a game at the first table, as otherwise it would be practically the same as a change every deal. Even if it be fixed as a game at a certain table many progressions have to be made after but one deal, so probably the most satisfactory plan in a majority of cases is to continue the sitting until a table (i.e., any table) scores a rubber. This makes the minimum duration of a sitting two deals, and yet is not apt to draw it out too long, as it is quite the excep-

tion with a number of tables in play that one of them does not have a short rubber.

The advantage of the game or rubber limit, rather than a fixed number of deals, is that the length of the waits is materially reduced. After the announcement that the first table has finished its game, or that any table has finished a rubber, the other tables merely play out the deal then actually in progress.

If the cards are being dealt or if the deal be concluded, but no declaration made, the sitting terminates at once; if, however, any bid have been made, even if it be only a one Spade by the Dealer, that deal must be finished.

This means that the maximum delay is the time required for the declaration and play of one deal. The termination of the game or rubber does not, however, often hit just at the worst time, and the players who have to finish are not always the slowest in the game.

Of course, the obvious objection to any method which does not require a definite number of deals is that players who obtain a lead may thereafter intentionally delay dealing, declaring,

and playing. This, however, is distinctly unfair, and any player guilty of it should be made to feel that an offense has been committed fully as dishonorable as intentionally looking at cards in an adversary's hand. When a player realizes the way such action is regarded by his associates, he is not apt to repeat it; but if the score be kept, as is suggested below, the inducement to commit any such irregularity is materially reduced if not entirely eliminated.

NUMEROUS PLANS FOR DETERMINING WHO IS THE WINNER

There are many ideas concerning the best way to determine a Progressive winner.

Some prefer to follow the scheme popular in Euchre and award each player one for each advance (the one being evidenced by a star pasted on, or a hole punched in, a score-card). This plan, while admirably adapted for Euchre, Hearts, and similar games, is not as suitable for Auction.

It is evident that a pair who end a sitting several hundred points ahead of their opponents

deserve more recognition than a pair who win out by a bare margin.

Furthermore, if the players who progress receive the same count when they move, regardless of whether the size of their victory be large or small, it takes all the interest out of the remaining deals of a sitting when one pair happens to make a big score on the first.

The remaining argument against the Euchre system is that above referred to; namely, that it tempts a pair in the lead to resort to dilatory tactics that are manifestly unfair.

It is an even greater mistake, however, to allow each pair to count the total number of points they score regardless of how many be tallied against them. This makes the game absurd, as it puts a premium on doubles and redoubles, wild declarations, etc., which may possibly come off and will not reduce the score should they fail.

There is but one satisfactory method to keep a Progressive score and that is to count the net plus or minus of each pair; this score should be made up at the end of each sitting.

Each player (or each pair when the same partners are retained) may be provided with a score-card on which he enters his plus or minus net score after each sitting and carries forward his net for the game. This may be checked by any one of the players as an auditor. The objection to this is that an error is difficult to discover, and whenever feasible it is well to have a general scorekeeper to whom all the score-sheets are given at the end of each sitting. The scorekeeper should be provided with a general score-card, on which he enters the score of each pair or player, carries forward the net, and balances the account after every progression. This takes considerable time and cannot be accomplished unless there be some one who does not play and who does nothing but keep score, or unless there be an extra player. In the latter case, each one may take his turn in taking the score for a sitting, or two may alternate as score-keepers and players, the scores of these two being treated as one in determining the result of the game.

The advantage of having a general score is

obvious. Not only is it much more accurate, but it also enables the contestants at any time to see how their scores compare. This as a rule materially increases the interest, as even the players who are hopelessly behind are anxious to know how the leaders are getting on.

For games in which there is no general scorekeeper, and in which the players are not accustomed to figuring, it is sometimes well to simplify the operation by scoring each player or pair, as the case may be, +1 for each sitting won, −1 for each sitting lost, and to add an additional + 1 or − 1 for each extra hundred.

In other words, every sitting won and lost by a margin of less than 100 would count 1; if the margin be between 100 and 200 it would count 2; if between 200 and 300, the count would be 3, and so on.

The next question in connection with the scoring is how games should be scored and whether rubbers should count. There are two methods, either of which may be used. The scoring of games and rubbers may be conducted

as in the ordinary single-table game with Law 11[1] in force, on the basis of the duration of the sitting, constituting the time agreed upon to terminate play. In other words, rubbers scored as usual, the scores of any deals over a rubber or of all deals when a rubber has not been completed counted, and 125 in addition allowed for a game.

It is, however, equally feasible to score in accordance with the Duplicate laws; namely, each deal on its own basis, regardless of what may have happened before, with 125 added whenever any deal results in 30 or more points being scored for tricks.

THE QUESTION OF WHETHER EACH PLAYER SHALL RECEIVE A NEW PARTNER AT EACH PROGRESSION OR RETAIN THE SAME PARTNER DURING THE ENTIRE GAME

Progressive Auction can be played equally well with partners remaining unchanged during the entire game or being changed after each sitting.

[1] See page 17.

Which plan is adopted should depend entirely upon the wishes of the players. Sometimes players like to become accustomed to the same partners and to retain them; on other occasions they find partners disagreeable and are anxious to change.

A constant shift of partners increases the variety of the game and also doubles the work of the general scorekeeper.

When prizes are given the fact that they are won by a partnership sometimes causes embarrassing complications.

If two very strong players, familiar with each other's style of play, get together, they have a great advantage. So as a general rule, unless there be some special reason for the retention of partners, it is wiser to change with each progression.

WHICH PLAYERS SHOULD PROGRESS AND HOW THE PROGRESSION SHOULD BE MADE

When the partners are not changed any one of a number of methods may be used to govern the progression.

The winning pair (i.e., the pair with the largest net plus) may advance to the next higher table and from the first to the last, or may stay at the first until defeated.

Either of these plans makes it quite possible that one pair may play a number of times against the same opponents. To avoid this, all the North and South pairs may remain in the same seats for the entire game, the East and West moving from table to table. This brings each pair against half of the total number of pairs.

To arrange for more than this is complicated, but quite possible. It should not, however, be attempted by any except those who have had experience in moving players.

The following plan is said in every case to accomplish the rather unnecessary purpose:—

The North and South pair at table 1 act as a pivot, retaining their seats throughout the session. All the other North and South pairs move up one table at each progression, retaining North and South seats until they reach table 1; when, as the North and South seats are already

occupied by the pivot pair, the coming pair take East and West seats. The East and West pairs move down one table except at the lowest table, where they exchange for the North and South seats at the same table.

In case there is an odd pair, omit the pivot pair, and let each pair sit out on reaching table 1.

SCHEDULE FOR FOUR TABLES—EIGHT PAIRS

Table	Original positions		First change		Second change		Third change		Fourth change		Fifth change		Sixth change	
	N&S	E&W	N&S	E&W	N&S	E&W	N&S	E&W	N&S	E&W	N&S	E&W	N&S	E&W
1	8	7	8	1	8	2	8	3	8	4	8	5	8	6
2	1	6	2	7	3	1	4	2	5	3	6	4	7	5
3	2	5	3	6	4	7	5	1	6	2	7	3	1	4
4	3	4	4	5	5	6	6	7	7	1	1	2	2	3

All pairs except the first change in numerical order.

When, as is more often the case, the partners are changed at each progression, any one of a number of methods may be employed.

(1) The winners may move up, exchanging partners with the losers at their new

table. The winners from table 1 going to the highest numbered table.

(2) Same as above, except at table 1 winners remain, retaining partners.

(3) Same as (2) except that winners at table 1, although they remain, exchange partners.

(4) One winner moves up one table, the other down one table. After each change the partners at each table are decided by cutting, the higher of the newcomers playing with the higher of those who remain. This affords more variety in both partners and opponents.

WHEN THE GAME SHALL END

The time at which the game shall end should be fixed and announced before the start.

It should either be limited to a certain number of progressions or arranged that when a certain designated hour arrives the game shall end with the conclusion of the current sitting.

PART VII

PART VII

FACTS AND FIGURES

Since the adoption of the count now in universal use, many assertions have been made concerning the number of times the various suits are used as trumps, the comparative number of No Trump and suit declarations, the percentage of bids that fail, etc. Some have gone so far as to think the game should be called Royal Auction because Royal Spades are played so frequently; others still think the No Trump too powerful. Each player has had his opinion, but has been without statistics to support it. Even upon comparatively unimportant points the differences have been most pronounced. "Auction of To-Day" contained the statement that "the majority of deals in which the contract is fulfilled score game." This was vigorously disputed by a number of expert players who asked for the data which supported it. As the statement had been made without any figures, it being merely

the opinion of the writer, its accuracy was seriously questioned, and it was not until the record of a large number of deals demonstrated that, had the statement been "two thirds" instead of "a majority," it would still have been correct, that the critics realized their error.

This examination suggested the idea of keeping a record of five hundred rubbers, not only for the purpose of determining the above questions, but also many others constantly arising. Some of the most notable of such questions are the average number of deals to a rubber, the average size of a rubber, and the percentage of declarations that make game only because they have the aid of a prior score.

In order that these statistics might be as valuable as possible, the score-sheets from which they have been made up have been gathered in various parts of the country, but only from tables where the standard of play has been well above the average. It is most remarkable that the compilers have found little difference between the various hundreds (the records were made

up in groups of one hundred each), regardless of where the play took place. For example, the record of two hundred rubbers played in the West shows the average number of points won per rubber as 403, and the record of three hundred rubbers played in the East produces an average of 402 points.

The total figures of the 2514 deals in the five hundred rubbers may, therefore, be regarded as fairly conclusive. As a matter of fact, in some cases in which the amount of work proved onerous, the full statistics have not been made up, as it has seemed unnecessary to continue the computation with such slight differences between the final figures and those for a smaller number of deals.

The records, however, are given in every case exactly as computed (no estimates), and the reader may form his own opinion as to whether the compilation has been carried to a sufficient distance to be deemed conclusive.

SUMMARY OF MAIN FEATURES

ANALYSIS OF 500 RUBBERS, 300 PLAYED IN THE EAST, 200 IN THE WEST

Number of Deals

		Average Per Rubber
In East	1478	4.93
In West	1036	5.18
Total	2514	5.03

Number of Points

	Average Per Rubber
In East	402
In West	403
Total	402.5

Large and Small Rubbers

	Maximum Points		Minimum Points
In East	1594	In East	4
In West	1409	In West	9

Long and Short Rubbers

	Maximum Deals		Minimum Deals
In East	15	In East	2
In West	13	In West	2

Number of instances in which the fact that the Declarer had a score enabled him to go game when otherwise he would not have done so.

	Deals	Number in which Previous Score Assured Game	Per cent
In East . . .	1478	61	.041
In West . . .	1036	39	.038
Total . . .	2514	100	.040

NUMBER OF DEALS THAT SCORE GAME

	Deals	Scored Game	Per cent
In East . . .	1478	765	.511
In West . . .	1036	500	.483
Total . . .	2514	1265	.503

NUMBER OF DEALS THAT MAKE CONTRACT BUT NOT GAME

	Deals	Contract but not Game	Per cent
In East . . .	1478	334	.226
In West . . .	1036	207	.199
Total . . .	2514	541	.215

NUMBER OF DEALS IN WHICH THE DECLARATION FAILS

	Deals	Go Down	Per cent
In East	1478	379	.258
In West	1036	329	.317
Total . . .	2514	708	.282

NUMBER OF DEALS IN WHICH THE DECLARATION SUCCEEDS WHICH GO GAME

	Deals	Go Game	Per cent
In East . . .	1099	765	.696
In West . . .	707	500	.707
Total . . .	1806	1265	.700

SUMMARY OF THE VARIOUS DECLARATIONS

	Deals	No Trump	Per cent
In East . . .	1478	518	.350
In West . . .	1036	343	.331
Total . . .	2514	861	.342

	Deals	Royals	Per cent
In East . . .	1478	423	.286
In West . . .	1036	304	.293
Total . . .	2514	727	.289

	Deals	Hearts	Per cent
In East . . .	1478	353	.239
In West . . .	1036	226	.217
Total . . .	2514	579	.230

	Deals	Diamonds	Per cent
In East . . .	1478	130	.088
In West . . .	1036	103	.099
Total . . .	2514	233	.093

	Deals	Clubs	Per cent
In East . . .	1478	47	.032
In West . . .	1036	58	.056
Total . . .	2514	105	.042

	Deals	Spades	Per cent
In East . . .	1478	7	.005
In West . . .	1036	2	.002
Total . . .	2514	9	.003

SIZE OF BIDS ALL DECLARATIONS COMBINED

	1	2	3	4	5	6	7
In East	464	532	332	127	20	2	1
In West	211	355	289	143	27	10	1
Total	675	887	621	270	47	12	2

ANALYSIS OF DECLARATIONS

	No Trump			Royals					Hearts					Diamonds						Clubs							Spades	Total
Tricks bid . . .	1	2	3	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5	6	1	2	3	4	5	6	7	1	
Bids scored game regardless of previous scores	283	168	24	43	129	111	43	4	28	102	88	40	10	3	10	23	20	2	1	1	3	10	10	7	2	0	0	1165
Bids scored game with help of previous scores . .	21	6	–	9	15	6	–	–	3	6	3	–	–	–	11	7	6	–	–	–	3	4	–	–	–	–	–	100
Bids scored contract but not game	135	44	–	26	96	34	–	–	22	69	29	–	–	2	22	23	9	–	–	1	8	12	5	–	–	–	4	541
Bids failed . . .	73	86	21*	11	51	94	52	3	3	46	79	39	12	1	9	39	34	6	5	1	3	16	11	2	4	2	5	708
Total . .	512	304	45	89	291	245	95	7	56	223	199	79	22	6	52	92	69	8	6	3	17	12	26	9	6	2	9	2514

* Four No Trumps and five No Trumps each failed once; these two are included under head of three No Trumps and not given separate columns.

ANALYSIS OF POINTS WON AND LOST DURING FIRST AND SECOND GAMES

(125 points added to each bid which wins the game)

The following figures cover the two hundred rubbers played in the West. For the laborious work of compiling them the Auction-playing public is indebted to Mr. Bryant McCampbell, of St. Louis. While they may not cover a sufficient number of deals to be a conclusive test, they are at least most interesting.

Number of tricks bid	No Trump		Royals		Hearts		Diamonds		Clubs		Spades		Total		Per cent	
	W	L	W	L	W	L	W	L	W	L	W	L	W	L	W	L
1	16425	1290	4069	64	1117	34	188	–	48	–	–	92	21887	1480	93.6	6.4
2	14515	4190	9882	1204	6297	988	859	250	221	200	–	–	31774	6832	82.3	19.7
3	2085	1400	9609	4078	6782	2336	2409	1672	1700	1900	–	–	22585	11386	66.5	33.5
4	–	–	3890	2745	4614	2604	2539	2514	765	264	–	–	11808	8127	59.2	40.8
5	–	–	283	128	1278	336	13	416	964	52	–	–	2538	932	73.1	26.9
6	–	–	–	–	–	–	434	258	285	542	–	–	719	800	47.3	52.7
7	–	–	–	–	–	–	–	–	–	182	–	–	–	182	–	100.
Total .	33065	6880	27733	8219	20088	6298	6442	5110	3983	3140	–	92	91311	29739	–	–
Per cent	82.8	17.2	77.1	22.9	76.1	23.9	55.7	44.3	55.9	44.1	–	–	75.4	24.6	75.4	24.6

ANALYSIS OF POINTS WON AND LOST DURING THIRD GAME

(250 points added to each bid which wins a rubber)

Number of tricks bid	No trump		Royals		Hearts		Diamonds		Clubs		Spades		Total		Per cent	
	W	L	W	L	W	L	W	L	W	L	W	L	W	L	W	L
1	6120	270	680	–	1078	–	–	–	–	–	–	–	7878	270	96.7	3.3
2	6640	1670	3399	162	2522	534	584	–	–	174	–	–	13145	2540	83.8	16.2
3	2080	1380	3330	1564	3300	1156	584	1444	114	90	–	–	9408	5634	62.5	37.5
4	–	–	1836	1901	956	670	42	387	542	414	–	–	3376	3372	50.1	49.9
5	–	–	–	–	490	388	–	323	926	–	–	–	1416	711	66.3	53.5
6	–	–	–	–	–	–	–	423	–	–	–	–	–	423	–	100.
7	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–
Total	14840	3320	9245	3627	8346	2748	1210	2577	1582	678	–	–	35223	12950	–	–
Percent	81.7	18.3	71.8	28.2	75.2	24.8	31.9	68.1	70.0	30.0	–	–	73.1	26.9	73.1	26.9

CONSOLIDATED ANALYSIS OF POINTS WON AND LOST

Number of tricks bid	No trump		Royals		Hearts		Diamonds		Clubs		Spades		Total		Per cent	
	W	L	W	L	W	L	W	L	W	L	W	L	W	L	W	L
1	22585	1560	4749	64	2195	34	188	–	48	–	–	92	29765	1750	94.4	5.6
2	21155	5860	13281	1366	8819	1522	1443	250	221	374	–	–	44919	9372	82.7	17.3
3	4165	2780	12939	5642	10082	3492	2993	3116	1814	1990	–	–	31993	17020	65.2	34.8
4	–	–	5726	4646	5570	3274	2581	2901	1307	678	–	–	15184	11499	56.9	43.1
5	–	–	283	128	1768	724	13	739	1890	52	–	–	3954	1643	70.6	29.4
6	–	–	–	–	–	–	434	681	285	542	–	–	719	1223	37.0	63.0
7	–	–	–	–	–	–	–	–	–	182	–	–	–	182	–	100.
Total	47905	10200	36978	11846	28434	9046	7652	7687	5565	3818	–	92	126534	42689	–	–
Percent	82.4	17.6	75.7	24.3	75.8	24.2	49.8	50.2	59.3	40.7	–	100	74.8	25.2	74.8	25.2

RECORD OF DOUBLED BIDS, SHOWING POINTS WON AND LOST BY DOUBLING DURING TWO HUNDRED RUBBERS

All doubles are considered to win or lose only those points contingent upon the double or the resulting redouble; for example, when a doubled contract is defeated two tricks, the double is entered as winning 100 points. A charge of 125 is made against every double which costs the first or second game, and of 250 against every double which costs the third game.

Number of tricks bid	No Trumps				Royals				Hearts				Diamonds				Clubs				Total			
	Won		Lost		Won		Lost		Won		Lost		Won		Lost		Won		Lost		Won		Lost	
	Times	Points	Times	Points	Times	Points	Times	Points	Times	Points	Times	Points	Times	Points	Times	Points	Times	Points	Times	Points	Times	Points	Times	Points
1	1	50	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	50	–	–
2	12	1750	4	835	2	100	1	193	2	250	–	–	–	–	–	–	1	100	–	–	17	2150	5	1028
3	9	1200	3	600	20	2100	5	969	12	1500	3	597	9	1250	2	381	5	800	1	249	55	6850	14	2796
4	–	–	–	–	23	2750	7	783	16	1700	5	1354	12	1300	3	538	2	350	2	300	53	6100	17	2977
5	–	–	–	–	2	100	–	–	5	400	2	492	4	450	–	–	1	50	5	512	12	1000	7	1004
6	–	–	–	–	–	–	–	–	–	–	–	–	4	400	1	226	3	350	1	86	7	750	2	312
7	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	100	–	–	1	100	–	–
Total	22	2950	7	1435	47	5050	13	1945	35	3850	10	2443	29	3400	6	1145	13	1750	9	1145	146	17000	45	8117

RECORD OF REDOUBLED BIDS, SHOWING POINTS WON AND LOST BY REDOUBLING DURING TWO HUNDRED RUBBERS

All redoubles are considered to win or lose only those points contingent upon the redoubles; for example, when a redoubled contract is defeated two tricks, the redouble is marked as losing 200 points.

Number of tricks bid	No Trump				Royals				Hearts				Diamonds				Clubs				Total			
	Won		Lost		Won		Lost		Won		Lost		Won		Lost		Won		Lost		Won		Lost	
	Times	Points	Times	Points	Time	Points	Times	Points	Times	Points	Times	Points	Times	Points	Times	Points	Times	Points	Times	Points	Times	Points	Times	Points
1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–
2	–	–	1	200	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	200
3	2	290	–	–	2	208	1	100	–	–	–	–	–	–	–	–	–	–	–	–	4	498	1	100
4	–	–	–	–	1	122	5	700	4	654	3	300	–	–	–	–	1	98	–	–	6	874	8	1000
5	–	–	–	–	–	–	–	–	1	196	–	–	–	–	–	–	–	–	–	–	1	196	–	–
6	–	–	–	–	–	–	–	–	–	–	–	–	1	134	–	–	–	–	1	100	1	134	1	100
7	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–
Total	2	290	1	200	3	330	6	800	5	850	3	300	1	134	–	–	1	98	1	100	12	1702	11	1400

There are two points upon which accurate data have not been compiled, the questions not being considered sufficiently important to justify the labor. They are the percentage of rubbers finished in two deals, and the percentage of rubbers in which the winners in spite of receiving the 250 for winning the rubber, still remain behind in the total score. A rough estimate would indicate that not quite nine per cent of all rubbers are finished in two deals and that a little under two per cent are losing rubbers.

SCORING

Until the publication of "Auction of To-Day" the form of score-sheet in general use was the above and below the line method. That book advocated a sheet that is sometimes called the "column system." Most players were quick to realize that for years they had been using a cumbersome and laborious plan, which required long additions and produced extended delays, which made mistakes probable, and which, when compared with the new idea, plainly belonged to the "has been" class. The new sheet

so quickly found favor that in many localities it became the form generally used and the player who now talks about a score above or below the line is apt to be given to understand that he is speaking a dead language.

The popularity of the column sheet has led to the introduction of the "Centernett" scoring system which is the last word in Auction scoring. It should be used by all who wish to keep a comprehensive score. It is the invention of Mr. Bryant McCampbell, of St. Louis, and includes every modern improvement. It speaks for itself much more accurately than it can be described, and as Mr. McCampbell has courteously granted permission, a facsmile of the sheet is reproduced on page 443.

CENTERNETT SCORE-SHEET

The directions for keeping score on this sheet at first appear somewhat complicated. They are, however, soon understood, and those who use it find it more satisfactory than any other. The directions for using the sheet as they are given by the inventor follow: —

Use a separate line for each deal, and score across the sheet instead of up and down. Enter under TRICKS the points scored by tricks. Enter under HONORS AND PENALTIES the points scored by slam, penalties, and honors. Add the two columns

WE				RUBBER		THEY			
2 Smith 4 Jones				6		1 Ryan 3 Drake			
COPYRIGHT 1913 BY BRYANT MC CAMPBELL				BLUE	RED	PATENT PENDING			
CONTRACT	TRICKS	HONORS AND PENALTIES	TOTAL	NET		TOTAL	HONORS AND PENALTIES	TRICKS	DEAL
2H.	16	32	48	+	48				1
2N				−	2	50	30	20	2
2R.	27		9	+	7		18		3
4D		200	172	+	179		28		4
4R				−	83	262	118	144	1
2N	60	60	120	+	37				2
				+	250				3
				+	287				4

WE				RUBBER 2		THEY			
				RED / BLUE	BLUE / RED				
CON-TRACT	TRICKS	HONORS AND PENALTIES	TOTAL	NET		TOTAL	HONORS AND PENALTIES	TRICKS	DEAL
									1
									2
									3
									4
									1
									2
									3
									4
									1
									2
									3
									4
									1
									2
									3
									4
									1
									2
									3
									4

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PATENT PENDING

together (or subtract if on opposite sides) and post the result under TOTAL for the side which won. Bring the NET column forward by adding or subtracting this total, marking the result + when scorekeeper's side is ahead and − when scorekeeper's side is behind, and you have the exact situation constantly before your eyes with no long additions to bother about at the end of the Rubber. *Be sure to draw a line across the sheet at the conclusion of each game.*

See page 442 for the correct way.

HOW TO KEEP THE DEAL

Enter the players' names at the top of the sheet and number them, starting with the first dealer as 1; then each player can tell when it is his turn to deal by watching the Deal column.

HOW TO KEEP THE CONTRACT

To avoid disputes at the conclusion of the play, post the contract in the left-hand column just before Dummy lays his hand on the table. Use the following symbols: —

For Spades . . S.	For Hearts . . . . H.
For Clubs . . C.	For Royal Spades . . R.
For Diamonds . D.	For No Trump . . N.

For Doubled . . . One Underscore.
For Re-doubled . . Two Underscores.
For Tricks . . . Numerals.

CHANGES PROPOSED IN THE COUNT

During the past year there have been many new counts suggested, but none has yet sufficiently impressed public opinion so that any indication exists that it will be adopted. As this subject must be of interest to every student of the game, a number of the most meritorious of the proposals are mentioned.

One of the most able of our Auction writers advocates a change to either one of two counts which he favors, in the order named:—

	1st Suggestion	2d Suggestion
No Trump	10	10
Hearts	8	8
Diamonds	7	7
Clubs	4	6
Royals	None	5
Spades	2	2

As both these suggestions would materially decrease the competition in bidding, they have not found favor.

The Auction-playing public has shown by its adoption of the present count and its serious consideration of the Nullo proposition that it is anxious that every hand should during the declaration be given every practical opportunity to speak.

Deals in which but one bid is made are not as popular as those in which the competition continues for several rounds; therefore, if any change be made from the present count, it will be in the opposite direction to that embodied in the above suggestions.

One plan, which would leave the amount of the competition just as at present, but would do away with the dual Spade values, is to make the figures:—

No Trump	10
Hearts	9
Diamonds	8
Clubs	7
Spades	6

This, however, would take out of the game all informatory Spade bids and all the interesting questions of judgment as to whether or not the call of one Spade should be let alone by the players who follow. The bid of one Spade would be complicated, as it might be made with strength in that suit, or be merely a defensive call. This plan, therefore, has many drawbacks.

Another scheme which but slightly varies the present count is the proposal that the Dealer be allowed to pass his first bid, all values being retained as at present.

The idea is to eliminate the play of bids of one Spade. In most localities, with the game as played at present, not enough one Spade bids stand to be seriously objectionable, and there does not seem to be any necessity for abandoning the very pretty question which the Fourth Hand is now at times called upon to determine, namely, whether to try for the game or for the penalty of 100. Should the proportion of deals in which one Spade is played ever become excessive there might be good reason for favoring this plan.

PLANS TO INCREASE COMPETITION IN BIDDING

There are a number of plans which would create more bidding and which, therefore, demand very careful consideration.

At present Diamonds and Clubs cannot compete on even terms with the major suits. Every player has at times keenly regretted his inability to bid four Clubs over three Royals or five Diamonds over four Royals, etc. The proposed Counts embody a remedy for this. They are:

A

To leave the values of all declarations of one as they are at present, but to add 10 for each additional trick bid in a Royal, Heart, Diamond, or Club declaration.

This would make the values as follows:—

Number Bid	1	2	3	4	5
No Trumps	10	20	30	40	50
Royals	9	19	29	39	49
Hearts	8	18	28	38	48
Diamonds	7	17	27	37	47
Clubs	6	16	26	36	46
Spades	2	4	6	8	10

Bids of six and seven would, of course, have similar values; as, for example, seven Clubs, 66.

B

To make all declarations, except the Spade, worth 10, but provide that they rank in their present order for overbidding: that is, two No Trumps to overbid two of any other declaration; three Royals three of any other suit, etc.

C

To make all suits worth 9, but provide, as in the last case, that a bid of an equal number of a suit that now has a higher value should overcall a lower valued suit.

D

To give to both Royals and Hearts a value of 9 (Royals overcalling Hearts) and both Diamonds and Clubs a value of 8 (Diamonds overcalling Clubs).[1]

[1] This count is suggested by Mr. B. G. Braine, of New York. It is intended to be used with Nullos valued at 10, the idea being to have two declarations of 10, two of 9, and 2 of 8.

All these plans have undoubted merit. They all, however, force the abandonment of the major and minor suit idea, and consequently eliminate many pretty situations of declaration which under the present count arise with more or less frequency.

For every instance in which the additional opportunity to continue Diamonds or Clubs would be of benefit to the game there would be many in which the Declarer would be deprived of the chance to show his finesse by taking his partner out of a minor suit declaration or by going into a minor over a major either as a warning or an encouragement.

Approximately only thirty-five per cent of all deals are to-day played at No Trump; it therefore hardly seems necessary to increase suit values to an extent which would make the No Trump almost a novelty. It is the declaration which most players would rather play than any other; consequently any action which would place it in the background would hardly be popular.

It must be admitted that the present count

has advantages which none of the new plans contain, and it does not seem probable that it will be disturbed unless Nullos be adopted with a value of 10 or 11.[1] Should that happen the present suit values would be manifestly insufficient to contest with two declarations, each worth 10 or more, and in order to insure a proper proportion of suit declarations one of the above schemes would probably be adopted.

[1] See page 351.

PART VIII

PART VIII

THE DECISIONS

Since the adoption of the Count now in use, the Card Committee of the Whist Club of New York has been called upon to decide thirty-one cases, in each of which some question has arisen involving the proper interpretation of one or more Auction Laws.

All these decisions were rendered while the Code adopted November, 1912, was in force, and consequently are rulings under that and not in accordance with the present laws. They, however, cover practical cases apt to arise at any time, and only a few of the findings would be different under the new code. The vast majority interpret laws which have not been materially altered.

As these decisions must prove of great interest to every Auction player, they are given in full, and so that they may be considered thoroughly up to date a note is appended in every case in which the law involved has been

subjected to any change. In every instance in which a decision is not followed by a note, the law considered is the same now as when the decision was rendered; in the cases in which there has been any change, the effect of the alteration and the meaning of the present law is fully explained.

Case 1

A bids out of turn. Y and Z consult as to whether they shall allow the declaration to stand or demand a new deal. B claims that, by reason of the consultation, the right to enforce a penalty is lost.

Decision

Law 49 does not prohibit consultation. It provides that "either adversary may demand a new deal or allow the declaration to stand." This obviously only means that the decision first made by either shall be final. The old law prohibiting consultation has been stricken from the code, and the action seems wise, as such a question as, "Will you enforce the penalty, or shall

I?" is really a consultation, and consequently an evasion of the law.

There does not seem to be any sound reason for preventing partners entitled to a penalty or choice of penalties from consulting, and as the laws at present stand, there is unquestionably nothing prohibiting it.

B's claim, therefore, is not allowed.

Note to Decision 1.

Law 50*c*, one of the new features in the code of November, 1913, accurately defines the extent of consultation now permitted. It was found that the privilege of practically unlimited consultation allowed by the code of 1912 was at times abused and created serious differences of opinion as to what constituted legitimate consultation and what was merely the giving of information.

As the laws now read, a player may say, "Partner, you determine the penalty." The old form of question, "Partner, will you or shall I determine the penalty?" or words to that effect is now held to be consultation and is prohibited.

If any other consultation take place the right to demand a penalty is thereby forfeited.

Case 2

A bids two Hearts; Y bids two Diamonds; B demands that the Y declaration be made sufficient. Y says, "I correct my declaration to three Diamonds." B passes; Z bids three No Trumps. A claims that Z has no right to bid.

Decision

Law 50 provides that "in case of an insufficient declaration . . . the partner is debarred from making any further declaration." This exactly covers the case in question. True it is that Law 52 provides that, prior to the next player passing, declaring, or doubling, a declaration inadvertently made may be corrected. The obvious intent of this law is that it shall apply when a player makes such a declaration as, "Two Diamonds — I mean three Diamonds"; or, "Two Spades — I mean two Royals"; and that such correction shall be allowed

without penalty if the declaration has really been inadvertently made and neither adversary has taken any action whatever. We interpret 52 by reading into it the additional words, "or either adversary calls attention to the insufficient declaration." The construction put upon 52 by Y would result in nullifying a most important part of 50.

The claim of A is sustained.

Note to Decision 2

Law 52 now contains the following words: "If, prior to such correction, an adversary call attention to an insufficient or impossible declaration, it may not thereafter be corrected nor may the penalty be avoided."

CASE 3

At the conclusion of the play the cards are turned face downward preparatory to the next deal. It is then discovered that the pack contains two Queens of Clubs and no Knave of

Clubs. The score has been claimed and admitted, but not recorded.

Is the deal, which has just been completed, void?

DECISION

Law 39 provides that "If, *during the play*, a pack be proven incorrect, such proof renders the *current* deal void, but does not affect any prior score.

"Current" may be defined as "in actual progress," "belonging to the time immediately passing."

It seems clear, therefore, that as the discovery of the imperfection did not occur during "the current deal," the result of it becomes "a prior score," which under the terms of the law is not affected.

Note to Decision 3

Law 39 now allows a longer time within which, if the discovery be made that the pack is imperfect, the deal is declared void.

As will be seen from the above decision under the old code, the discovery had to take

place before the last card was played; now if it be made before the cutting of the pack for the following deal, the deal played with the imperfect pack is void.

Case 4

A player belonging to one table expresses his desire to enter another, and cuts in. At the end of the rubber he claims that he is not obliged to cut with the others.

Decision

Law 24 provides that "When one or more players belonging to an existing table aid in making up a new one, he or they shall be the last to cut out." This law applies only when a player leaves an existing table to help make up another, because without him there would not be four players for the new table.

When a player leaves a table and cuts into another, his presence not being required to complete the table he enters, he has the same standing as the others at that table.

Note to Decision 4

Law 24 now contains, after "new table," the additional words "which cannot be formed without him or them."

Case 5

A player belonging to one table expresses his desire to join another, cuts for the privilege of entering in accordance with Law 23, and fails to cut in. At the end of the rubber, must he cut again?

Decision

By his first cut he lost his rights at his former table and became a member of the new table; at the end of the rubber he has the right to enter without cutting.

Case 6

The bidding in an Auction deal was as follows: —

	1st Round	2d Round	3d Round
North	3 Royals	Redouble	Double
East	No	No	No
South	4 Hearts	No	Double
West	Double	6 Clubs	Claims new deal

The deal was played and resulted in the Declarer taking six tricks, a loss of 600. The question is whether West's claim should be sustained or this score counted, it being a part of the case stated that the declaration which was the subject of complaint was made inadvertently.

Decision

Law 54 provides that "A player cannot redouble his partner's double," but does not penalize such action. The prohibition is intended to prevent an increase in the value of the tricks and a penalty is not attached, as the additional double is generally a careless act, not likely to materially benefit the offending player.

It goes without saying that any such double is most irregular, and any suggestion of strength thereby conveyed will not be used by an honor-

able partner. The same comment applies to the remark, sometimes made, "Partner, I would have doubled, if you had not."

A player repeatedly guilty of such conduct, or of intentionally violating any other law, should be reprimanded, and, if the offense be continued, ostracized.

In the case under consideration, this question does not arise, as it is conceded that the act was simply an inadvertence. Even, however, had its *bona fides* been questioned, the decision would of necessity be that the score be counted, as the laws do not provide a penalty for the offense.

Note to Decision 6

Law 54 now provides a penalty of 50 points for the offense in question. (See comment upon this addition to the law, page 9.) In the above case, West's claim that he had the right to demand a new deal would still be disallowed, but now he would receive 50 points in his honor score as a penalty for South's offense.

Case 7

The bidding in an Auction deal was as follows: —

	1st Round	2d Round	3d Round	4th Round
North	1 Club	1 Heart	2 Hearts	No
East	1 Diamond	No	Double	No
South	No	No	3 Clubs	
West	No	2 Diamonds	No	

South claimed that his partner, having abandoned the Club declaration, he (South) became the real Club bidder, and, having made the final declaration, was entitled to play the combined hands.

Decision

Law 46 provides that when the winning suit was first bid by the partner, *no matter what bids have intervened*, he shall play the hand.

This law decides the case.

Note to Decision 7

The only alteration in Law 46, since the rendering of the above decision, is the change of the words, "unless the winning suit was first bid by

the partner," to "unless the suit or No Trump finally declared was bid by the partner before it was called by the final Declarer."

This alteration was made for the purpose of covering the case of the winning suit first being bid by an adversary of the final Declarer and next by his partner. Under a strict construction of the old law in this case, it might have been held that the final Declarer would have to play the combined hands, as his partner did not first bid the suit. There was no such intent, and the new law cannot be misconstrued.

Decision 7 is not in any way affected.

Case 8

At about the seventh or eighth trick, the left-hand adversary of the Declarer remarks, "If you have all the tricks, lay down your hand." The Declarer does not answer, but continues the play in the usual manner.

One trick later, the same adversary says, "Lay down your hand"; whereupon almost simultaneously the Declarer and the adversary who

has done the talking place their hands face upward on the table.

The Declarer then states that he can take all of the tricks. The play is not completed, but examination shows one trick may be taken by the adversaries of the Declarer if he do not finesse in a certain way.

Under these irregular circumstances, should the Declarer lose the trick?

Decision

Law 72 provides, "If either or both of the Declarer's adversaries throw his or their cards on the table face upward, such cards are exposed and liable to be called; but if either adversary retain his hand, he cannot be forced to abandon it. Cards exposed by the Declarer are not liable to be called. If the Declarer say, 'I have the rest,' or any other words indicating that the remaining tricks or any number thereof are his, he may be required to place his cards face upward on the table. His adversaries are not liable to have any of their cards called should they thereupon expose them."

Section 9 of Etiquette provides: "If a player say, 'I have the rest,' or any words indicating the remaining tricks are his, and one or both of the other players expose his or their cards or request him to play out the hand, he should not allow any information so obtained to influence his play, nor take any finesse not announced by him at the time of making such claim, unless it had been previously proven to be a winner."

The case under consideration is covered by the first portion of Law 72. The latter portion of that law does not apply, as the opponent did not place his cards on the table after a claim by the Declarer. The law seems clear: the cards of the adversary are exposed and subject to call —the cards of the Declarer cannot be called.

The Etiquette of the game, however, must not be disregarded.

The plain intent of Section 9 and the justice of the case is, if the Declarer place his hand on the table claiming the remaining tricks, that he should not receive a doubtful trick unless, when he made his claim, he contemplated any finesse necessary to obtain it.

If he did not intend to finesse that way, or did not then realize that a finesse would be necessary, he should, under these circumstances, voluntarily surrender the trick.

When the Declarer claims all the tricks, the opponent who requires the hand to be played probably holds the strength; the locus of the request, therefore, suggests the way to win the finesse. It is for the interest of Auction that, when no real play remains, time should not be wasted, but neither side should in any way benefit by an effort to avoid useless delay.

In the case under consideration, however, the adversary suggests that the hands be placed on the table, and the Declarer may naturally expect that the only card which might take a trick will drop.

There is no reason to assume that the Declarer will not finesse correctly, and it is not just that the act of his opponent should deprive him of the opportunity of so doing.

The decision, therefore, is that the Declarer is entitled to the disputed trick.

Note to Decision 8

Law 72 now has incorporated in it the provision previously contained in the Etiquette, that if the Declarer make a claim he is not allowed to take any finesse not previously proven a winner unless he announce it when making his claim.

Case 9

Dummy leaves the table to get a glass of water. As he returns to his seat, he sees his partner's hand and notices that he is revoking.

Has he, under these circumstances, the right to ask him whether he has any more of the suit?

Decision

Law 60 gives the Dummy the right to ask this question, and does not specify that he must be in his seat to avail himself of the privilege.

Section 9 of Etiquette provides that the Dummy shall not leave his seat for the purpose

of watching his partner's play; but even should he do so, his breach of Etiquette would not deprive him of the rights given him by law. An adversary may unquestionably object to the Dummy watching the play of the Declarer. That, however, is not the case under consideration. The penalty for the revoke is the most severe in Auction, many think it unreasonably so, and a player is entitled to every protection the law affords him.

The decision, therefore, is that under the conditions named, the question may be asked.

Note to Decision 9

While Law 60 has been altered since this decision was rendered, the change has not affected the ruling in this case.

The new law tries to induce the Dummy not to look at his adversaries' hands. Viewing the cards of his partner is much more objectionable, and while it may be within the letter, it is clearly contrary to the spirit, of the law for him, if he intentionally look at his partner's cards, to check a revoke his partner is making.

Case 10

With three tricks to play, the Declarer throws his cards face upward on the table, claiming the remaining tricks. His opponents admit his claim and the score is entered. The Dummy then calls the attention of the table to the fact that, had a certain lead been made, the Declarer could not have taken all the tricks.

Query: Under the circumstances, is the Declarer entitled to all the tricks; first, viewing the question solely from a strict interpretation of the laws; and second, from the standpoint of good sportsmanship?

Decision

Section 10 of Etiquette provides, "If a player concede in error one or more tricks, the concession should stand." There is no law affecting the situation, and, therefore, the section of Etiquette above quoted clearly covers the first portion of the query.

As to whether good sportsmanship would require the Declarer, under the circumstances,

voluntarily to surrender any of the tricks to which he is entitled by law, does not seem to produce a more serious question.

It is true that the adversary, by overlooking a possible play, made a concession that was not required, and that the Dummy noticed the error of the adversaries. Why, however, should the Dummy be obliged to correct this error any more than any other mistake of his opponents?

It is perfectly clear that, had a similar error been made by the Declarer, the Dummy could not have saved himself from suffering by reason of it, and whether the question be either of strict interpretation of law or of sportsmanship, it is a poor rule that does not work both ways.

Both parts of the query are, therefore, answered in the affirmative.

Case 11

The Declarer led three rounds of Trumps; on the third an adversary refused.

Later in the play the Declarer led a winning card which was trumped by the adversary who

refused trumps. The player who trumped the trick gathered it.

The Declarer said, "How did you win it?"

The player answered, "I trumped it."

The Dummy then said, "Who trumped it?"

After this remark by the Dummy, the Declarer claimed a revoke; the claim was disputed upon the ground that the Dummy called the revoke to the attention of the Declarer. The Declarer stated that he would have made the claim, regardless of Dummy's remark.

Query: Should the revoke have been allowed?

Decision

Law 60 describes explicitly the privileges of the Dummy after he has placed his hand on the table.

Law 61 provides, "Should the Declarer's partner call attention to any other incident of the play, in consequence of which any penalty might have been exacted, the Declarer is precluded from exacting such penalty."

Inasmuch as asking "Who trumped it?" is not one of the privileges allowed the Dummy,

such action is irregular, and must, of necessity, call attention to the revoke. Had the Dummy actually claimed the revoke it would preclude the exaction of the penalty, even had the Declarer been about to claim it. It is, therefore, immaterial whether the Declarer would have noticed the revoke had the Dummy not made the irregular remark. The question is decided in the negative.

Note to Decision 11

The Dummy now has the right to call attention to a revoke, provided he have not intentionally looked at a card in the hand of a player. The above ruling, however, is binding if the Dummy have intentionally looked at any unplayed card not in his own hand.

CASE 12

The adversaries of the Declarer take ten tricks, but revoke. Under these conditions, can either side score except for honors or chicane?

Decision

Law 84 provides that "A revoking side cannot score, except for honors or chicane."

It also provides: "If either of the adversaries revoke, the Declarer may either add 150 points to his score in the honor column or may take three tricks from his opponents and add them to his own. Such tricks may assist the Declarer to make good his declaration."

It is evident that the Declarer is given the option of either scoring 150 points or taking three tricks, should he prefer to make good his declaration rather than receive the bonus.

In the case cited, three tricks could not fulfill the contract, but should a thoughtless or generous Declarer elect to take a penalty which would not benefit him, in preference to 150, he would be acting within his rights.

The law clearly decides this case. The adversaries "cannot score except for honors or chicane"; and the Declarer can "add 150 to his score in the honor column" if he elect so to do.

Note to Decision 12

The reduction of the revoke penalty from 150 to 100 does not affect the above decision.

Case 13

The Dealer bids two Hearts; Second Hand, three Diamonds; Third Hand, pass; Fourth Hand, pass; Dealer, three Hearts; Second Hand, pass; Third Hand hesitates, and, before he speaks, Fourth Hand passes. Third Hand says: "I have not declared, but I will pass." Fourth Hand then says: "I bid four Diamonds."

Query 1: Can the Fourth Hand, under these conditions, make this declaration?

Query 2: If Query 1 be decided negatively, what would be the ruling in case the Third Hand declare, instead of passing?

Decision

Rule 48 makes it clear that there cannot be any penalty exacted when a player, as in the

case under consideration, passes out of turn, and there can be no question that his action cannot prevent the declaration of the player whose rightful turn it is to bid. When under such conditions the player whose turn it is to bid subsequently passes, the offending player has presented to him a declaration that he has once passed; he cannot then benefit by his own irregularity and make a second declaration. If, however, the player whose rightful turn it is to bid make a new declaration, the case is different, as that declaration has not been passed by the offending player, and he is, therefore, then in exactly the same position as if he had not previously passed out of turn.

Note to Decision 13

Law 49 now fully covers the above case, and accords with the decision. It provides "If a player pass out of turn, the order of the bidding is not affected. The player who has passed out of turn may reënter the bidding in his proper turn if the declaration he has passed be overbid or doubled."

Case 14

The Declarer has taken sufficient tricks to fulfill his contract and win the game before the play is entirely completed. There remain in the Dummy the Ace, King, and another Club. The Declarer leads a Club, plays the King from the Dummy, and the Fourth Hand plays a Heart upon that trick. As the Declarer gathers the trick, but before he has turned it, the Fourth Hand remarks, "I get a Club trick," and throws his remaining cards upon the table, the Queen and other Clubs being among them. The Declarer claims that the throwing-down of the cards establishes the revoke, and also that he has the right to call the Queen of Clubs upon the trick which has not been quitted and the remaining cards as he sees fit.

Decision

The question of whether a revoke is established is not in any way affected by the fulfillment of a contract or winning of a game: that part of the statement is, therefore, immaterial.

Law 83 provides that a revoke becomes established whenever the trick in which it occurs is turned and quitted, or when either the revoking player or his partner, whether in turn or otherwise, lead or play to the following trick.

In the case under consideration the trick had not been quitted, and the throwing of the hand upon the table, as described in the case stated, is evidently not either a leading or playing to the following trick. The revoke, therefore, was not established, and could be corrected. The Fourth Hand, however, having exposed his cards, the Declarer has the right to call them, and as a Club must be played upon the current trick, he can call the Queen if he so elect. If the revoke had been established, the Declarer could not have made any call to alter the play of the trick upon which the revoke took place.

Case 15

An adversary of the Declarer does not follow to a lead of Clubs. The Declarer wins the trick, but before it is turned, the partner of the re-

nouncing player asks, "No Clubs, partner?" The renouncing player answers, "No Clubs," and then a moment later says, "Hold up — I have a Club."

The Declarer claims that he turned and quitted the trick after the answer of "No Clubs" and before the remark, "Hold up."

The offending player claims, first, that the trick was not quitted when he said, "Hold up"; and, second, that, even if it were, the fact that his partner had asked the question prevented the revoke from being established until he had ample time to answer.

Decision

With disputed questions of fact we have nothing whatever to do; if the renouncing player attempted to correct his revoke *before* the trick was turned and quitted, he was within his rights; but whether he did so is solely a question of fact.

If the contention of the Declarer as to the facts of the case be admitted to be correct, his claim as to the revoke must be sustained.

Law 85 provides that, after a question by the

partner before the turning and quitting, "the error may be corrected unless the question be answered in the negative." That happened in this case, and if the turning and quitting took place before the attempt to correct, the revoke was *ipso facto* established.

Case 16

The declaration is No Trump, and the opening lead a Spade; all follow suit. The Declarer renounces on the second trick (also a Spade) and it is turned and quitted. The same thing happens to the third trick. The fourth trick is won by the Dummy with the Queen of Spades; the Declarer for the third time does not follow suit. Before the fourth trick is turned, the Declarer places his hand, which contains a small Spade, on the table, and claims the balance of the tricks. The adversaries state that they concede the nine remaining tricks, but claim three revokes. The Declarer admits two revokes, and the question is whether the third revoke, under these circumstances, is established.

Decision

This case is very similar to Case 14, the only real distinction being that the player who placed his hand upon the table claimed the balance of the tricks, and his claim was allowed. This suggests the contention that a claim of this character is equivalent to playing to the succeedding tricks. There is no law which would justify such a ruling, and there is no logical reason which would sustain such a contention with any greater force than would have been the case if in Case 14 it had been argued that the claim of one trick by the player exposing his hand constituted a play to that trick.

The laws must be strictly construed. As at present constituted, they expressly provide that a revoke may be corrected at any time until the trick be turned and quitted or the revoking player or his partner, whether in turn or otherwise, lead or play to the following trick. It is admitted in this case that neither of these happenings actually occurred, and we cannot hold that the placing of a player's entire hand (in

this case nine cards) upon the table is either leading or playing to a trick.

It is argued that this decision makes a revoke in such case impossible, but this contention does not seem to be sound, as either adversary can request the Declarer to play the hand out. The moment he plays one card, the third revoke is established.

The decision, therefore, is that the adversaries of the Declarer are not entitled to a third revoke.

Case 17

An adversary of the Declarer drops a card face up on the table. The Dummy and the partner of the adversary notice the incident, but the Declarer does not. The player who has dropped the card picks it up quickly and replaces it in his hand. The Dummy demands that it be left on the table.

Query: Has the Dummy in so doing acted within his rights, and in such case can the Declarer subsequently call the card in question?

Decision

Law 68 (2d) provides: "Any card dropped with its face upward on the table, even though snatched up so quickly that it cannot be named," is an exposed card.

Law 60 accurately prescribes the privileges of the Dummy. Six acts are specified therein which he may do. But he may have certain other privileges: for example, he can ask his partner to hold up his hand in order to prevent an adversary from looking at it, and we believe that he should also have the right to see that the laws of the game are enforced.

An adversary, who has once dropped a card face up, has no right to take it back in his hand; Dummy may, therefore, demand that it remain on the table. We regret that we cannot go further and decide that such card is subject to call by the Declarer. Law 60, however, provides: "Should the Dummy call attention to any other incident of the play in consequence of which any penalty might have been exacted, the Declarer is precluded from exacting such penalty." This

covers the case in question, and with the laws as they at present read, we are obliged to decide that the dropping of a card on the table is "an incident of play" in connection with which a penalty may be exacted, and that should the Dummy call attention to it the Declarer is precluded from calling the card.

Note to Decision 17

Law 60 now gives the Dummy, "if he have not intentionally looked at any card in the hand of a player," the right "to call the attention of the Declarer to a card exposed by an adversary."

The ruling in Case 17 is still in force, if the Dummy have intentionally looked at any unplayed card not in his own hand.

CASE 18

The Declarer wins the declaration with a bid of two Diamonds. A is the adversary to his left (the proper leader); B is the adversary to his right.

B leads a Spade. The Declarer says, "Wrong

hand — lead a Trump." B leads a Trump. The Declarer claims this to be an exposed card. A leads a Spade, claiming that under Law 66 the Declarer has no right to call a lead, and that by demanding the wrong penalty he has forfeited his right to any; so that A can lead whatever he wishes, even the suit exposed by his partner.

Query: What are the rights of the parties?

Decision

Law 66 provides: "If, after the final declaration has been made and *before a card is led*, the partner of the leader to the first trick expose a card, the Declarer may, in addition to calling this card, prohibit the lead of the suit of the exposed card; should the rightful leader expose a card it is subject to call."

Law 76 provides: "If either of the Declarer's adversaries lead out of turn, the Declarer may either treat the card so led as an exposed card or may call a suit as soon as it is the turn of either adversary to lead."

These laws do not in any way conflict. Law 66 refers to a card exposed before a card is led,

not to a lead; Law 76, to a lead out of turn to the first trick or any other.

This is plainly evident from the wording of 66, which expressly provides that it applies only up to the time a card is led, and also from the wording of 76, which, to sustain any other contention, would have to provide that it did not apply to the first trick.

Whether a card be led or dropped is a question of fact, and in the case cited the former is given as the happening.

It seems clear, therefore, that Law 76 governs this case, as the moment the lead was made, Law 66 ceased to be in force.

The Declarer, in making his call of a Trump from the proper leader, was clearly within his rights. If the leader have a Trump and fail to lead it, he is liable for a revoke. If he correct his lead, the Spade he has attempted to lead is an exposed card; the Trump which B has attempted to lead is also exposed; the Spade which B led originally cannot be called.

As the Declarer did not claim a wrong penalty, it is not necessary to consider that part

of the case further than to say that the law referred to by A has been eliminated from the code.

Note to Decision 18

Law 66 now allows a suit to be called. This change, made for the purpose of avoiding confusion, does not in any way affect the above decision.

Case 19

A suit, of which a player has but one card, is led twice. He renounces both times. Is he penalized once or twice? The point is, having but *one* card he could have followed only once, and, therefore, should be held for only one offense.

Decision

Law 83 provides: "A revoke occurs when a player other than Dummy, holding one or more cards of the suit led, plays a card of a different suit."

Whether the player hold one or more cards of the suit in which he renounces does not in

any way affect the situation. Every time the suit is led and he, holding a card of it, fails to follow, he is chargeable with a revoke.

Case 20

North bids	3 Royals
East	4 Clubs
South	No
West	No

North again bids 3 Royals. East objects, saying, "You must bid 4 Royals, as you bid 3 before. Any offence I may have committed has been overlooked and condoned by you and your partner."

Query: What can North bid?

Decision

Law 45 provides that a player in his turn may overbid the previous declaration any number of times.

Law 50 provides that if a player make an insufficient declaration, it shall stand unless a penalty be demanded.

In the case cited, 4 Clubs stood and could be overcalled with 3 Royals.

Note to Decision 20

A footnote to 50 c, a new law, specifies that in such case the bid may be repeated.

CASE 21

Before the Dealer declares, the Second Hand bids one Spade. The Dealer states that he dealt, and that he does not desire a new deal; he then bids one No Trump. The Second Hand thereupon demands a new deal. The Dealer claims that he cannot be deprived of his right to the first declaration.

DECISION

Law 49 provides: "If a player make a declaration out of turn, either adversary may demand a new deal or may allow the declaration so made to stand, in which case the bidding shall continue as if the declaration had been in order."

If either adversary pass or bid, such action is equivalent to accepting the declaration out of turn and allowing it to stand. In the case under consideration the bid made out of turn by the Second Hand, having been allowed to stand, it was the turn of the Third Hand to declare, and the Dealer, in so doing, declared out of turn and became subject to the penalty provided in Law 49.

Case 22

The Dealer bid one Spade. Before either the Second or Third Hand had the opportunity to declare, the Fourth Hand called one No Trump. The Second Hand, almost simultaneously with the declaration of the Fourth Hand, but slightly subsequent thereto, said, "I pass." (It is admitted that the Second Hand in passing intended to pass the bid of one Spade in the regular order on the first round of bidding, and that as his call came after the No Trump he really passed that declaration.) The Dealer then asked his partner, "Shall we have a new deal?"

The Third Hand replied, "No. I bid three Hearts."

The Second Hand claimed a new deal under Law 49.

Decision

In this case the players seem to have been inoculated with the bid-out-of-turn germ, and, consequently, have got themselves into a most complicated tangle. In attempting to unravel it, two principles must be remembered: First, when a declaration out of turn occurs, the adversaries may either demand a new deal or accept such declaration. In the latter event, the player to the left of the out-of-turn Declarer is the next bidder. (See Case 21.) Second, when a pass out of turn is made, the opponents are not entitled to any penalty, and no new bid having been accepted, the player whose rightful turn it is to bid is not deprived of that privilege. (See Case 13.)

To hold that a pass out of turn (which does not have to be accepted by the adversaries and which cannot be penalized) prevents a player

from declaring in his rightful turn, would be a grave injustice and contrary to all precedent.

In the case under consideration, the Fourth Hand bids out of turn. Next, the Second Hand passes out of turn, but this does not affect the situation. The Third Hand then elects that the bid of the Fourth Hand shall stand. This makes it the turn of the Dealer to declare, but the Third Hand, evidently under the impression that the pass out of turn deprived the Dealer of his right to bid, calls "Three Hearts."

This declaration of the Third Hand is clearly out of turn, and consequently may be penalized by a demand for a new deal, as provided in Law 49.

Note to Decision 22

See note to Decision 13.

CASE 23

If a player deal out of turn with the cards with which his adversary should have dealt, or if he deal in turn with the wrong pack, and the mistake be not corrected before the last card is dealt so

that the deal stands, does the next Dealer take the cards assigned to his partnership at the beginning of the rubber or does the substitution made by mistake continue?

Decision

Law 40 provides that in the case cited the deal must stand and "*the game proceed as if the deal had been correct.*" During the entire period of the deal any player has the right to demand a correction. If he fail so to demand, a proportionate part of the blame for the mistake must rest upon his shoulders. The mistake having been made correct by the acquiescence of all players, under the terms of Law 40, the play necessarily continues just as if the deal had been correct in every respect. In other words, after the last card is dealt it is too late to raise any question as to whether the proper party dealt or with the right cards; the acquiescence of all at the table during the entire deal precludes any subsequent contention. It therefore becomes evident that the player to the left of the Dealer must deal next with the other cards.

Note to Decision 23

Law 38 now provides: "When the deal has been with the wrong cards, the next Dealer may deal with which ever pack he prefers." This new legislation was adopted because many players objected to the ruling of the above decision, complaining that "it permitted their cards to be stolen." Of course the "stealing" cannot occur if the superstitious player who values the retention of his "lucky" cards keeps his attention on the game. Under the old code the decision was manifestly sound.

The new provision completely alters the situation, and gives the next Dealer the choice. He may deal either with his original cards or with the pack his opponent has not used.

CASE 24

A table composed of six players concludes a rubber. A player who has played only one rubber announces that he intends to leave. A player who had not previously played at any table then

demands admittance, and his right of entry is questioned by those making up the table.

Has he such right?

Decision

Law 19 provides that six players constitute a complete table. At the conclusion of the rubber the two players belonging to the table have the right to enter. Not more than two are obliged to retire. The withdrawing player goes out voluntarily, instead of one of the players whose turn it is to do so. He cannot appoint an outsider as his substitute for the rubber about to start, as Law 26 plainly prohibits such action. The new player has his rights prescribed by Law 20, and may enter at the commencement of the succeeding rubber.

Note to Decision 24

The law referred to as 19 is now number 18.

Case 25

The Declarer makes a "Grand Slam," and during the play of the deal, one of his adversa-

ries revokes. If the Declarer claim a penalty of 150 points for such revoke, is he entitled to it?

Decision

Law 84 provides that "the penalty for each established revoke is 150 points." It is self-evident that in this case the revoke did not benefit its maker, but that is not a factor in determining the question. If the laws made any such distinction, endless and complicated contention would follow every revoke. A revoke is the same careless, annoying, and culpable act whether it occur on the first trick or the twelfth, and whether it gain or lose.

As the damage that may be wrought by a revoke varies greatly, a fixed penalty cannot be accurately compensatory in each case; it is merely intended to be a punishment which as nearly as possible fits an accidental offense. For the player, if any such there be, who revokes intentionally, ostracism is the only proper treatment.

The main point raised in this case is that the law confers on the Declarer the choice of either taking three tricks from his adversaries or add-

ing 150 points to his own score; that this is an option, and an option is operative only when a choice is possible. Our attention is called to the various definitions of option, namely, "The right of choice"; "Freedom to choose *between* two or more"; "The opportunity of selecting an alternative"; and the argument is submitted that, inasmuch as three tricks could not be taken, the option failed, and therefore no penalty could be allowed.

This argument, while ingenious, is not impressive.

The law provides that the Declarer may select either of two penalties; in other words, whichever he deems the more severe for his adversaries and beneficial for himself.

The framers of the code evidently had in mind that for this grave offense the allowance of but one penalty might be inadequate. It is absurd to contend that in a case in which the injured party cannot claim the full extent of his penalty, as his adversaries are without three tricks, he must *ipso facto* be deprived of all his rights.

The offence is the same whether the Declarer

win 10 tricks, or 11, yet if any such construction be allowed, the Declarer could score 150 points penalty if he win 10 tricks, but if he capture 11 he would be deprived of that privilege. To force a player to lose a trick or tricks in order to obtain a penalty is manifestly a ridiculous proposition, and tbere is nothing in the laws to justify such an interpretation.

We decide that the Declarer may score 150 penalty plus the Grand Slam.

Case 26

A rubber is completed and the cut for the next rubber made. At the time of the cut, the players are sitting are follows: A, north; Y, east; B, south; and Z, west.

A cuts the lowest card and Y becomes his partner. A elects to retain his seat, which necessitates a change of seats by Y and B.

A presents the cards to Z to cut, and after the cutting, deals properly. A and Z retain their seats, but Y and B do not immediately take their new places.

A examines his hand and requests that the game be resumed, saying that he is in a hurry and that he declares one No Trump. B, forgetting that the cut has changed the partnership, comes to the table, picks up and examines the south hand.

Z, who has not looked at his cards, demands a new deal.

A objects, stating that neither he nor his partner has been at fault, and that the error of an adversary should not deprive him of his No Trumper (he has four Aces and three Kings). He offers to permit B to play with the hand he has examined, transposing the east and south hands.

B declines this proposition. What should be done?

Decision

This case is not covered by any law, and must therefore be decided as equitably as possible.

B is the only offender, and A is clearly within his rights in demanding that the deal stand. Two hands cannot be transposed without unanimous consent.

The most satisfactory adjustment would be to select a substitute to play for B. If no substitute be available, A should elect whether, during this deal, B and Y each play the hand belonging to the other (each playing against himself, but, of course, being in honor bound to do his best), or whether B play his own hand, in honor bound not to allow the information he has received to affect either his declaration or play.

Case 27

Hearts trump. During the play of the first four tricks, two rounds of trumps are led. At the conclusion of the fifth trick, an opponent of the Declarer, who has gathered the tricks for his side and who has refused trumps, places his cards face downward on the table while he lights a cigarette. In picking up his cards, he inadvertently gathers with them the five of Hearts, which had been played on a previous trick. When trumps are again led, he exclaims, "I must have revoked," and plays the five of Hearts. The error is unnoticed until the con-

clusion of play, when the player in question is found to have an extra card and the facts as above stated are ascertained.

What is the penalty for this offense?

Decision

There was no revoke, but the player in question technically omitted playing to the trick on which he played the five of Hearts, that not being a card belonging to him.

Law 81 governs, and a new deal may be demanded.

Case 28

The Dealer who begins a rubber obtains the declaration with one Royal. At the end of the play, his opponents have won three tricks, and the Declarer, without counting his own tricks, claims "Four by cards," to which his opponents agree. The game is scored and the pack cut for the next deal. During the progress of this deal four cards belonging to the first pack are discovered in the second pack, and all the players

agree that the first deal was played with forty-eight cards and that the Declarer won nine tricks, his opponent three. What should be done?

Decision

As the pack was not proven incorrect during the play, the deal cannot be declared void (see Law 39 and Decision of Case 3), but as the mistake in the score was discovered before a declaration in the next game, the error may be corrected. (See Law 13.)

The Declarer should score the tricks he actually won, namely, three Royals, 27.

Note to Decision 28

Law 39 now allows a deal to be declared void if the pack be proven imperfect before the cut for the following deal (see note to Decision 3), but with this state of facts the above ruling still holds, as the cut had taken place.

Case 29

A Dealer bids one spade, the Second Hand doubles, the Third Hand, Fourth Hand, and

Dealer pass. The Second Hand then bids one No Trump. His right to declare being questioned, he cites Law 55, which provides that, "When a declaration has been doubled or redoubled, any player, including the Declarer or his partner, can in proper turn make a further declaration of higher value"; and also points out the provision of Law 45, that "A player cannot overbid his own declaration which has been passed by the other three." He contends that the laws expressly permit a player to overbid his own double. Has a player who doubles that privilege?

Decision

The word "Declarer," in Law 55, refers to the player whose declaration has been doubled, not to the doubler.

The provision in Law 45 that a player cannot overbid his own declaration, passed by the other three, covers the case, as a double is a declaration. When a double is passed by the other three players, it becomes final.

Note to Decision 29

Law 55 now clearly limits the right to overbid a double to the "three succeeding players." Law 57 provides that "A double or redouble is a declaration."

CASE 30

A, B, C, D, and E enter the card-room simultaneously, and draw cards for position at the table in the order of their letters, A cutting the lowest and E the highest card. A, B, C, and D, therefore, start the first rubber. Before its completion, F joins the table.

The second rubber starts with A, B, E, and F as the players. When this rubber is finished, the third rubber starts with C, D, E, and F. When the third rubber is finished, it is found that A has abandoned his seat, so there is only one player (B) to come in.

F, having played the same number of rubbers as E, offers to cut with E to see who shall go out. E declines to cut, claiming that he was

first in the room, that he cut for the first rubber and sat out nearly the whole rubber before F joined the party, and that he is, therefore, entitled to the seat without cutting.

Who is right, E or F?

Decision

Law 17 provides that "the prior right of playing is with those first in the room." Law 21 provides, "If, at the end of a rubber, admission be claimed by one or two candidates, the player or players who have played the greatest number of consecutive rubbers withdraw, but when all have played the same number, they cut to decide upon the outgoers."

Law 17 evidently applies to the start of the first rubber; Law 21 to later rubbers. As the laws must be strictly construed, we hold that in the case cited, E and F must cut, if F insist upon the letter of the Law.

We think, however, that, by consent, the intent of Law 17 should be read into Law 21, and that the etiquette of Auction fellowship should induce F to withdraw voluntarily. With-

out seriously complicating the laws, it is impossible to cover all contingencies, but when the intent is apparent, a better feeling is established if players observe it instead of insisting upon their legal rights.

Case 31

East bids out of turn. North says, "Partner, I am willing to play the hand, if you are." East does not wait for South to reply, but says to North, "You say you are willing to play the hand and that ends the discussion. Having made your decision, you must abide by it." North says, "Not at all, I was merely consulting with my partner, and you must give us reasonable time to decide what we want to do."

Who is right, North or East?

Decision

North has the right to consult with his partner, and his words constitute a question not a decision.

North and South have the right to demand a new deal.

Note to Decision 31

Law 50*c* now accurately determines the Extent of consultation permitted.

PART IX

PART IX

FOR THE BEGINNER

A RUDIMENTARY DESCRIPTION OF THE GAME OF AUCTION

AUCTION is a partnership game in which four players participate. It is played with a pack of fifty-two cards, thirteen in each of four suits, namely Spades, Clubs, Diamonds, and Hearts. The cards rank as follows, beginning with the highest: Ace, King, Queen, Knave, Ten, Nine, and so on down to the Two, or Deuce, as it is generally called. Each card wins in the play over all of the same suit below it in value. If there be a trump, the three other suits are called side or plain suits, and any trump beats any card of any other suit. If No Trump be declared, no suit has any advantage over any other.

Partners are determined by cutting. For this purpose the cards are spread face downward on the table, each player drawing one. The player

who draws the lowest card deals first; his partner is the player who draws the next lowest. In cutting, the Ace is low; if two or more players cut cards of the same denomination, a Heart is low; next a Diamond; then a Club; a Spade is the highest. The first Dealer has the choice of seats; his partner sits opposite to him. For the convenience of the players and to expedite the game, it is customary to use two packs. The first Dealer takes the pack he prefers. While one pack is being dealt, the Dealer's partner shuffles the other and places it at his right, which is, of course, at the left of his right-hand opponent, who is the next Dealer.

The cards are cut by the Dealer's right-hand opponent and dealt one at a time into four packets (generally called hands) of thirteen cards each; the first card goes to the Dealer's left-hand opponent, the second to the Dealer's partner, and so on around the table.

The first part of the game is the Bidding. It is often and perhaps more properly called the Declaration. Each player in turn has the right to bid for the privilege of selecting the trump

suit or deciding that the deal be played without a trump. The highest bidder gets the privilege.

The second part of the game is the Play. After the trump has been chosen, the cards are played in tricks of four cards each, one from each player. Each side tries to win as many tricks as possible; the scoring depends upon the trump selected and the number of tricks won by each side.

The partners who choose the trump or elect to play without a trump, if successful, score toward game. To obtain this privilege, a player must contract, with the declaration he or his partner names, to take at least a given number of odd tricks, that is, tricks above six; the failure to perform this contract is heavily penalized.

THE DECLARATION

The Dealer makes the first bid as soon as he has examined his hand. He must declare, with the aid of his partner's hand, to take at least one odd trick with some trump which he then

announces, or without a trump. For example, if he bid "One Heart," it means, "With Hearts the trump, I offer to contract that my partner's hand and mine will take at least one odd trick" (a total of seven tricks).

The odd tricks which the bidder is willing to contract to take have an arbitrary unit value, depending upon the declaration he selects. The value of each odd trick is as follows: —

If the declaration be	Spades,	2
" " "	Clubs,	6
" " "	Diamonds,	7
" " "	Hearts,	8
" " "	Royal Spades,	9
" " "	No Trumps,	10

Royal Spades or Royals, as they are generally called, are the same as Spades, with a different name and greater value. If a player declare Royals, and no one overbid, Spades are trumps with a unit value of 9; if he declare Spades, and no one overbid, Spades are trumps with a unit value of only 2.

The competitive value of a bid is equal to the unit value of the declaration as above given, multiplied by the number of odd tricks named.

For example, a bid of two Hearts has a competitive value of 2 × 8, or 16.

In beginning the bidding the Dealer is not allowed to pass. If he have no bid that he wishes to make, he should declare one Spade, the lowest possible declaration. If he fail to fulfill a one Spade contract, the penalty is limited to 100.[1] While he is not required to bid more than one, he may make his first bid as many as he thinks proper.

The Dealer's left-hand opponent makes the second bid, and the bidding proceeds around the table. After the Dealer's first bid, each player has three options: —

(1) He may pass, that is, make no bid;

(2) He may double the last declaration, if made by an opponent. If the last bid be a double by an opponent, he may redouble, but a redouble cannot be redoubled. Doubling and redoubling do not change the competitive value of the declaration; their effect on the score is explained below;

[1] Unless the declaration be redoubled.

(3) He may overbid the last declaration.

This he may do in two ways, by making a bid whose competitive value exceeds that of its predecessor; for example, two Royals (value 18) over two Hearts (value 16); or by making a bid of the same competitive value which requires a greater number of odd tricks; for example, three Clubs (value 18) over two Royals (value 18). He may name an entirely new declaration, or bid a greater number of tricks in a declaration already named by his partner or by an opponent.

If a bid be made which is not higher than its predecessor, the maker must increase the number of tricks of his declaration to the amount he should have named, unless his left-hand opponent bid, double, or pass before attention is called to the insufficient bid. If an opponent correct the mistake in time, the partner of the player making the under bid is debarred from further bidding unless one of the opponents bid or double.

Each player in his turn may bid any number of times, and the declaration continues open

until three players pass in succession. The player making the final bid, not a pass or a double, becomes the Declarer, unless the suit or No Trump finally declared was bid by his partner before it was called by the final bidder, in which case the partner becomes the Declarer. The deal is then played with the winning declaration as trump. The bid that is played is called the contract or the final declaration.

THE PLAY

The player at the Declarer's left is called the Eldest Hand. He is the first leader; that is, plays the first card of the first trick. As soon as the Eldest Hand leads, the Declarer's partner spreads his hand face upward on the table and becomes the Dummy; the other hands are held up. The Declarer plays both the Dummy hand and his own. The Dummy takes no further part in the game except that he has the right to see that certain Laws are enforced. (See Law 60.) It should be noted that three of his most important privileges are forfeited if he look at any card in the hand of another player.

The second card is played by the Declarer from the Dummy, and so on around the table. When each of the four players has played, the first trick is complete, and one card from each player constitutes each succeeding trick. A player must follow suit if he can, that is, must play a card of the suit led if he have one; if he be without a card of the suit led, he may either trump the trick, that is, play a card of the trump suit, if there be a trump; or discard, that is, play a card of some suit not trump. A trick is won by the hand playing the highest card of the suit led, except when the trick is trumped, in which case the highest trump wins the trick.

The Declarer gathers all tricks won by his hand and by the Dummy, and places them face downward in front of him, keeping each trick separate so that they may be easily counted or examined. All tricks won by the Declarer's opponents are gathered by one of them and kept together in the same way; it is customary for the opponent who does not win the first trick for his side to keep the tricks for his partnership. The winner of a trick leads to the next,

and the play proceeds until thirteen tricks have been played. The tricks taken by each partnership are then counted and the score made up.

THE SCORING

The score is kept on a sheet on which each partnership has a trick score and an honor score. Every score is a partnership score, all points made by the Declarer being credited to his partnership. If the Declarer make his contract, that is, win at least as many odd tricks as he has bid, he scores in his trick score the unit value of the declaration, as given above, multiplied by the number of odd tricks that he has won even if he win more than he has bid. For example, if he bid three Hearts and win four odd tricks (ten in all), he scores 4 × 8, or 32.

A game consists of 30 points or more scored in the trick score by one partnership. The 30 points may be made in one deal or may be the result of several fulfilled contracts. When a game is won, a line is drawn under the score in the trick score of both sides and the next game is started at zero, or love, as it is generally

called. The partners who first win two games win the rubber, and 250 is added to their score whether their opponents have scored a game or not.

If the Declarer fail to fulfill his contract, neither partnership scores anything toward a game; the Declarer's opponents score a penalty of 50 in their honor score for each trick by which the Declarer has failed. For example, if the Declarer bid three Hearts and win only one odd trick (seven in all), he scores nothing in the trick score and his opponents score 2 × 50, or 100, in their honor score.

If the final declaration be doubled by one of the Declarer's opponents, the penalty value is doubled when the declaration fails, the unit trick score is doubled when it succeeds. If the doubled contract be defeated, the Declarer's opponents score 100 for each trick by which they defeat it. For example, if the declaration be three Hearts doubled and the Declarer win one odd trick, his opponents score in their honor score 2 × 100, or 200. On the other hand if the Declarer, after being doubled, make his

contract, he scores in his trick score the number of odd tricks which he wins multiplied by twice the unit value of the declaration. For example, if his contract be three Hearts and he exactly fulfill it, that is, make three odd (nine in all), he scores 3 × 2 × 8, or 48. If he win four odd, he scores 4 × 2 × 8, or 64. If he make exactly his contract when doubled, he also scores a bonus of 50 in his honor score, and if he make more than his contract, he scores an additional 50 in his honor score for each additional trick.

In the event of a double, either the player whose bid has been doubled or his partner may redouble. When a redoubled contract is not made, the opponents score 200 for each trick by which they defeat it. When a redoubled contract is fulfilled, the Declarer scores, in his honor score, 100 bonus if he make it exactly, and an additional 100 for each extra trick that he wins above his contract. He also scores in his trick score the number of tricks which he takes, multiplied by four times the unit value of the declaration. For example, if the bid be three Hearts, doubled and redoubled, and the Declarer make four odd,

he scores 4 × 4 × 8, or 128, in his trick score, and a bonus of 200 in his honor score.

If the contract be one Spade, whether doubled or not the Declarer cannot lose in penalties more than 100, unless he or his partner redouble, in which case his loss is not limited.

THE HONORS

When there is a declared trump, the Ace, King, Queen, Knave, and Ten of the trump suit are the honors; when there is no trump, the Aces are the honors. The honors are scored as held, that is, the partners to whom the majority of the honors have been dealt score for their honors whether they win them in tricks or not.

The value of the honors is as follows: —

When a trump is declared

3	honors held between partners									2	tricks
4	"	"	"	"	"	"	"	"	4	"	
5	"	"	"	"	"	"	"	"	5	"	
4	" in 1 hand				"	"	"	"	8	"	
4	" in 1 hand	5th in partner's hand			"	"	"	"	9	"	
5	" in 1 hand				"	"	"	"	10	"	

When No Trump is declared

3	Aces held between partners count	30
4	" " " " "	40
4	" " in one hand "	100

When the Declarer takes twelve tricks (called Little Slam), he scores in his honor score 20 points. When he takes thirteen tricks (called Slam), he scores in his honor score 40 points.

THE REVOKE

If the Declarer revoke from his own hand, that is, fail to follow suit when he has a card of the suit led, he scores nothing except the honors that he may hold; his opponents, however, score as a penalty for the revoke 100 points in their honor score. If he revoke more than once, his opponents score an additional 100 points in the honor score for each revoke after the first. There is no penalty for a revoke by the Dummy. If such a revoke be discovered before the trick be turned and quitted, the Declarer must withdraw the card wrongfully played and play from the Dummy a card of the suit led.

If one or both of the Declarer's opponents revoke, the Declarer, as a penalty for the first revoke, may either score 100 points in his honor score, or he may take from his opponents three tricks and add them to his own. These three tricks may enable him to make his declaration, but if they give him six or seven odd, he does not score Little or Grand Slam; and if his declaration have been doubled or redoubled, these tricks do not give him any bonus. They, however, count their doubled or redoubled value in the trick score. For a second revoke by his opponents, the Declarer scores 100 points in his honor score.

The laws providing when a revoke becomes established, when it may be corrected, and the effect of correcting it, are numbers 83, 85, and 86.[1]

ANNOUNCING THE SCORE

Whenever he is asked for the score by one of the other players, the score-keeper announces it. If the request be made before the completion of the bidding, he calls the score from

[1] See pages 41, 43.

the standpoint of the side that has the deal at the time; i.e., he names their score first. If the Dealer have 10, his opponents 24, the call would be 10–24. If the score be called after the final declaration is accepted, the Declarer's score is named first. It is customary in calling the score to announce not only the status of the game then being played, but also how the games stand. Before either side has won a game, the announcement is "First Game." When one game has been completed, the side who won it is said to be a "game in"; their opponents, a "game out." When two games have been played, the third is called "Rubber Game." If one side have not made any points toward the current game, their score on that game is said to be "Love." For example, suppose the score be asked during the bidding of a deal by South, who has won a game and has 20 on the second, while his opponents have not scored toward the second game; the scorer would announce, "Twenty—love, game in"; had the first game been won by the opponents of the Dealer, it would be "Twenty—love, game out."

THE SCORE OF THE RUBBER

When one partnership wins two games, completing the rubber, all the points in their trick and honor scores are added together, and 250 bonus for winning the rubber is added to their total. Their opponents' trick and honor scores are likewise added, but without a bonus. The difference between these two totals is the amount of the rubber, and is won by the partners having the larger total whether they have won the rubber or not.

This outline of the game should give the beginner enough knowledge to start playing. He should gradually familiarize himself with the laws governing cutting, forming tables and cutting out when there are more than four candidates (Laws 14–27);[1] also the laws regarding shuffling, dealing, and misdeals (Laws 28–41).[2] He should in due time learn the penalties for irregularities occurring in the course of the bidding and the play, which are summarized on pages 49, 51. These penalties are an import-

[1] See pages 18–21. [2] See pages 21–25.

ant part of the game and should always be enforced. The waiving of penalties is apt to produce careless play.

PRELIMINARY DETAILS

Before taking up the play itself, it may be well to mention a few preliminary matters.

If a player find that his partner believes that certain card or seats are lucky, he should defer to these superstitions for the sake of the mental effect on the partner. When the partner is the Declarer, if he wish to have the trumps at one end of the Dummy hand, they should be placed there. It may be a foolish whim, but it is courteous to gratify it and simplifies the task of the partner.

A player should sort his hand so that the red and black suits alternate and should arrange the cards of each suit in order. This greatly assists him both in bidding and playing, and prepares his hand to be laid down in case he become the Dummy. Before declaring, he should thoroughly comprehend his whole hand, running over in his mind all the declarations that might

possibly be made with his cards. He will frequently find that the declaration which first occurs to him is not by any means his best.

When the hand of the Dummy is laid down, each player should examine it carefully and mentally outline his plans for playing the deal. Except for this pause to digest the cards in Dummy's hand, it is well to avoid great hesitation either in bidding or playing, as it may give unfair information and is always displeasing to the other players.

HOW TO STUDY THE GAME

The beginner should constantly study textbooks which he is sure are sound, not by a cursory reading, but by laying out with a pack of cards every hand given as an illustration of the text. For this there are two reasons: First, it is very difficult for an inexperienced player to visualize what he sees on the printed page and translate it into cards. Second, the object of his study is to learn how to play, and when he is playing, his problems are presented to him in the form of thirteen cards, which do not resemble

a printed page. If he have studied the books with the cards before him, he will find that he recognizes the situations much more readily than if he have merely learned what a combination looks like in print.

He should avail himself of every opportunity to watch experts play, looking over one hand only and making up his mind how he would bid and play with the cards he sees. He should never make any comment while the bidding or the play is in progress. After a deal is finished, he may properly ask a sound player, whose hand he has watched, what course of reasoning he followed in making certain declarations or plays, if he know the player well enough to feel sure that he is willing to be questioned.

The student should play with good players whenever an opportunity offers, but should never accept an invitation from players who do not know his game without telling them that he lacks experience, and that, if they can make up their table without him, he would prefer to watch. If they then ask him to play, he should not feel disturbed by any bad plays or declara-

tions that he may make, as he has given due warning.

CRITICISM

The student is apt to find that he is too frequently criticized for misplays. It may comfort him to know that a large part of this criticism is unsound and comes from those who base their opinions entirely upon results. His best course, however, is to make it a rule not to defend himself. When he cannot appreciate the soundness of what is said, it is much better to remember the point and ask some player of recognized ability concerning it.

Every student should make up his mind that however skillful he may become, he will never criticize a partner except in the most friendly way and preferably only when requested to do so. If his partner make a declaration or a play which is contrary to a particular convention, his best plan is to note that his partner does not use that convention. This knowledge will be of value the next time the partner in question has a chance to make the same play. By adopting this method of procedure, he will get

better results from a poor partner than he would if he worried him with advice or criticism. The only proper object of criticism is to benefit its recipient. If delivered during the play it rarely accomplishes this purpose; in private at the end of the rubber it may be most advantageous.

PLACING THE CARDS

The present informatory system of Auction declaration and play is based on the fact that it has been found that, in the long run, certain bids and plays are likely to produce the best results. These bids and plays have therefore been adopted as the conventions of the game. In the play many of the conventions are thoroughly established. Among these may be mentioned the following which should always be used by the Declarer's opponents when playing Second, Third, or Fourth Hand, that is, when occupying any position except leader.

First. If a card of a sequence be played, it should be the lowest. The play of any card denies the presence in the hand of the next lower; for example, playing the King says that the

player has not the Queen. In leading, the rule is exactly the opposite, except when the lead is from Ace, King.[1]

Second. With a fourchette over a high card which Dummy holds but does not play,—for example the Queen, Ten, over Dummy's Knave,—the next player, if he play either card, should select the lower, even when his own hand is such that he can play the higher and still catch Dummy's high card; for instance, if he hold the King, Queen, Ten, and low, over Dummy's Knave and one low, and Dummy play his low card Second Hand, Dummy's Knave can be caught whether the Queen or Ten be played. The Ten, however, gives the partner more information.

Third. Holding a fourchette over the card led, either of the Declarer's opponents, when playing Second Hand, should always play the higher card of the fourchette, unless, for some reason, he prefer to play some card still higher, or unless the lead be from the Declarer and Dummy be obliged to play higher than the fourchette.

[1] The lead of the Ace followed by King of a plain suit shows no more of that suit.

Fourth. When either of the Declarer's opponents, playing Second, Third, or Fourth Hand, makes no attempt to take the trick, he should play his lowest, unless he wish to signal.[1]

The beginner should remember that his partner is drawing inferences from every bid and play he makes, and that even a poor player by following the conventions can be a great help to a partner. No one can expect to become an expert in a few weeks or even months; not many ever reach the point where they continually win the maximum number of tricks; but any one in a comparatively short time may become a reliable partner, and this should be the first goal of every student. He should learn the simple rules of bidding, such as the minimum strength of a No Trump declaration, and the high cards necessary for an original call of one or two in any suit. Then he should study the rules concerning leads, discards, and Second and Third Hand play against the Declarer. Having mastered these, he should never deviate from them. In this way, he can greatly assist a

[1] See *Auction of To-Day*, page 200.

skillful partner. An inexperienced player may think that he sees an opportunity to gain by deviating from the conventional, but he should remember that this is always dangerous and should be attempted only by experts. He may occasionally win a rubber by an unconventional declaration, but the resulting loss of his partner's confidence will, in the long run, cost him much more than he gains.

When players are following the conventional rules, every declaration and every card played gives information from which more or less definite inferences may be drawn. Successful bidding and play depend in large measure upon drawing these inferences accurately and remembering them when they are needed. It is difficult to tell a beginner how to follow the cards, but the essential rule is to draw immediately the inferences from every bid and every play, and to remember the conclusions rather than the facts upon which they are based — the latter may frequently be dismissed from the mind. For example, suppose that the Dummy and one opponent each hold three trumps; the Declarer

leads three rounds and the other opponent discards on the third; the first-named opponent should immediately note the one useful fact that the Declarer has the two remaining trumps. This is all he needs to know, and it is useless for him to burden his mind by trying to remember what the remaining trumps are or what trumps have been played. If, instead of drawing his inferences immediately, he wait until he need them in the course of the play, he will often find that by that time he has forgotten his facts.

The opening lead is apt to give a great deal of information, and the conclusions which the Declarer and the partner of the leader can draw from it, whether the declaration be a trump or No Trump, are among the most important as well as the most definite in the game; they are therefore given in some detail.

INFERENCES FROM THE ORIGINAL LEAD AT NO TRUMP

When the Eldest Hand opens the play against a No Trump declaration by leading a

suit which has been bid by his partner, the card led is as a rule the highest he holds in the suit, although, when it is low, there is always the possibility, if the Declarer have called No Trump after the suit has been declared by the partner,[1] that the lead is from three or four headed by the Ace or King.

When the Eldest Hand leads a suit which has not been called by his partner, certain inferences may be gathered.

The beginner cannot expect to draw these inferences as fully and accurately as the expert. It is sufficient for him to note that, at No Trumps, —

(1) An original lead of an Ace means that the leader has a very powerful suit, probably with reëntry, and that the partner of the leader will play his highest card of the suit upon that trick.[1]

(2) A King lead means that the leader has the Ace or the Queen or both.

[1] See *Auction of To-Day*, page 167.

[2] *Ibid.*, pages 165-66.

(3) The lead of any card from the Queen to the Eight, inclusive, means that the leader has the card next below the one led, that he has not the card next above it, and that he has no combination of cards above it from which a higher card is the conventional lead.

(4) Any original lead below an Eight is the leader's fourth best. He has exactly three cards in the suit higher than the card led. The number of cards above it in the other three hands is equal to the difference between eleven and the denomination of the card led. For example, if the Seven be the leader's fourth best, there are four cards in the suit higher than the Seven in the other three hands. This is frequently referred to as Foster's Eleven Rule (it having been first suggested by Mr. R. F. Foster), and it is of great assistance in reading the cards.

The following table, based on the leads given on pages 179 and 180 of "Auction of To-

Day," shows in detail the inferences that may be drawn from the original lead whenever the suit has not first been declared by the leader's partner: —

When against a No Trump Declaration the original lead is the following card:	*It shows that the leader has or should have the following holding of the suit led:*
Ace	A very powerful suit, either so long or containing so many honors that he wishes his partner to play his highest card of that suit. The leader probably has a reëntry.
King	Either the Ace or the Queen or both. If he have both Ace and Queen, he has not over five cards in the suit and has not the Knave; if he have the Ten he has no low card. If he have not the Queen, he has six in the suit and a reëntry; or he has the Knave and one low. If he have not the Ace, he has the Knave or Ten or six in the suit with reëntry, or seven in the suit, with or without reëntry.
Queen	(1) The King is not in the leader's hand. (2) He has the Knave; and in addition the Ace, the Ten, or the Nine. If he have the Ace, he has no reëntry.
Knave	(1) The Queen is not in the leader's hand. (2) He has the Ten, and in addition either the Ace, King, Nine, or Eight. If he have neither the Ace nor the King, he certainly has the Nine or the Eight. If he have both Ace and King, he has no reentry and not over five in the suit.

Ten	(1) The Knave is not in the leader's hand. (2) He has the Nine; he may have either the Ace, King, or Queen, but he has not both the King and Queen. If he have no card higher than the Ten, he certainly has either the Eight or the Seven, unless he be leading a short suit.
Nine	(1) The Ten is not in the leader's hand. (2) He probably has the Eight and has not three honors. (3) He may have any two honors above the Ten, except the Queen, Knave. He may have any single honor above the Ten.
Eight	(1) The Nine is not in the leader's hand. (2) He may have any single honor or any two honors except the Knave, Ten. He cannot have three honors, except the Ace, King, Knave, with five in the suit and no reëntry, or the Ace, Queen, Ten. If he have three honors, he may not have the Seven; otherwise he certainly has the Seven.
Any card below the Eight	The card led is the leader's fourth best and the Eleven Rule may be applied.

If the Declarer or the leader's partner see, in his own hand or in the Dummy, or both, a card or cards inconsistent with the above holdings in the leader's hand, — for example, if the Knave be led, and Dummy have the Ten; or if the Six be led, and one of the other players can see in Dummy and his own hand six cards in the suit higher than the Six, — it is safe to conclude that for some reason the Eldest Hand is opening with the highest card of a short suit.

INFERENCES FROM THE ORIGINAL LEAD AGAINST A TRUMP DECLARATION

If the leader, against a trump declaration, open a suit which has been declared by his partner, it is always his highest card in that suit. If he lead a suit which has not been bid by his partner, it may or may not be the leader's long suit.

The beginner should note regarding original leads against a declared trump, —

(1) An Ace followed by the King means that the leader has no more in the suit and wishes to be forced;
(2) A King means that the leader has the Ace or the Queen or both;
(3) Any card lower than the King shows that the leader has not the Ace;
(4) Any card, from the Queen to the Nine inclusive, shows that the leader has the card immediately below the one led or that he is leading the top of a short suit;
(5) The lead of any card below the Nine shows that the card led is either the leader's

fourth best, or the highest card of a short suit. If it be his fourth best, the Eleven Rule will apply. If the Declarer or the partner of the leader can see more cards above the lead than the difference between eleven and the card led, the inference is that the lead is the top of a short suit.

The following table, based on the leads given on pages 181 and 182 of "Auction of To-Day," shows in detail the inferences that may be drawn from the original lead against a declared trump whenever the suit led has not been declared by the leader's partner: —

When the lead is the following card:	*It shows that the leader has or should have the following holding:*
Ace	(1) The King solus; (2) one or more small cards; (3) no others, the Ace being a singleton.
King	(1) The Ace and one or more others; (2) the Queen with or without others.
Queen	Neither the Ace nor the King. He may have the Queen alone or Queen and one low. If he have more than two in the suit, he certainly has the Knave, and if he have more than three in the suit, he has also the Ten or the Nine, although in some cases it is wise to lead the Queen, from the Queen, Knave, and two low.*

* See *Auction of To-Day*, page 182.

Knave	Neither the Ace nor the Queen; he may have the Knave alone or with one or two low. If he have more than three in the suit, he certainly has the Ten and either the King, the Nine, or the Eight.
Ten	Neither the Ace nor the Knave and not both the King and the Queen. If he have less than four in the suit, he has no card higher than the Ten. If he have more than three in the suit, he certainly has the Nine, and he may have either the King, the Queen, or the Eight.
Nine	Probably a short suit containing no higher card, but if he have the Eight, he may have more than three.
Any card below the Nine.	Either the card led is the top of a short suit, or the leader has the card immediately below it, or it is his fourth best. In the latter case, the Eleven Rule applies (see page 539). If it be not his fourth best, it is probable that the lead is from a short suit.

THE BIDDING

The simple and fundamental principles of bidding were considered in "Auction of To-Day"[1] from an elementary standpoint; it is therefore unnecessary to repeat the advice there given. Nothing will be added here on that subject, except a few general hints that it is believed may be useful for those whose Auction experience has been limited.

[1] *Auction of To-Day*, pages 1–157.

PLAYING PERSONALITIES

A player should always keep in mind the personal characteristics of the others at the table. When his opponents are rash bidders and his partner reliable, he should bid and double freely; when this situation is reversed, he should be overcautious. If one or both of his opponents have a fondness for overbidding to save game or rubber (flag-flying), he should consider this characteristic when deciding whether to bid beyond the strength of his own hand for the same purpose.

In determining how strongly to bid with any given cards, a player should always consider whether he or his partner will become the final Declarer, and whether the one upon whom this responsibility will fall can outplay the opponents or must expect to lose a trick or two in the play. In the former case, he can bid to the limit; in the latter, he should exercise great caution.

When a player realizes that he is the weaker half of the partnership, he should strongly support his partner's declaration, and if possible

bid in such a way that his partner will play the combined hands. It is advisable for the inferior player to be Dummy as much as possible, as a strong partner is an asset which should be utilized to the fullest extent. The Spade bids are very serviceable for transferring the responsibility of playing the combined hands, and a weak player with a skillful partner is fully justified in bidding two, three, or four Spades with hands which for an expert would warrant No Trump, Heart, or Royal declarations.

THE PLAY

In "Auction of To-Day" the conventional leads are fully discussed in Chapter VIII, and many of the more important features of play are considered in Chapter IX. The following pages attempt to explain some rudiments which are not covered by the book mentioned, it being assumed that they were understood by its readers, who were supposed to have had some experience with Auction, Whist, or Bridge.

SECOND HAND PLAY BY THE ELDEST HAND

The Eldest Hand (i.e., the opponent to the left of the Declarer) should note the following, when playing Second Hand.

First. When the Declarer leads a low card and the Eldest Hand holds a King twice guarded or a Queen with three guards, which Dummy cannot beat, he should at No Trump play low on the first trick, especially when Dummy is long in the suit. This may result in his taking the third trick or leaving the Declarer to take that trick with the Ace, with no low card to lead to the Dummy. Against a trump make, however, the Eldest Hand must often play a well-guarded honor on the first round for fear that the third trick may be ruffed.

Second. Holding the King, Queen, and low, with the Ace, Knave, and low in Dummy, the Eldest Hand should generally play low at No Trump, as there is no ruff to be feared and the Knave finesse may be refused ;[1] but in a trump

[1] An exception to this rule occurs when one trick will save the game or defeat the contract.

declaration, the Queen should be played at once, for fear of a ruff on the third round.

Third. When at No Trump the Declarer leads a low card and Dummy holds the Ace or King, or both, the Eldest Hand holding the Queen, Knave, and one or more others, if he have more than one low, should play low; if he have only one low, should play the Knave whenever the Dummy holds the Ten or the Nine; otherwise he should play low.

Fourth. When the Declarer leads a high card, which the Eldest Hand can beat, and Dummy can beat the Eldest Hand, the latter should cover in the hope of making good a Nine or Ten for himself or his partner. When his own hand has not the Nine or Ten, there are two exceptions to this rule: (*a*) When Dummy holds the Ace and he the King with at least one more card in the suit than Dummy, he makes sure of his King by holding off; (*b*) when he and the Dummy have so many cards in the suit that his partner cannot possibly make the Nine or Ten, it is useless to cover, and he must hold off in the hope that the Declarer will not be

able to lead through him often enough to catch his honor. For example, if he hold the King and three small; the Dummy, the Ace, Queen, Ten, and two small; and the Declarer lead the Knave, the best that his partner can hold is the Nine and two small; if Eldest Hand cover, the Nine cannot possibly make; if he play low, his King may be saved.

Fifth. When the Eldest Hand holds the Ace, Queen, and one low, with the King, Knave, and low in the Dummy, if the latter be long in the suit and void of reëntry, the Eldest Hand should play low to hold the Ace for the third trick. Otherwise, he stands a little better chance of making two tricks by playing his Ace on the first round, as the Declarer will probably finesse the Knave on that trick, and is more likely to refuse the finesse on the second round when there will be fewer cards outstanding against him. On the contrary, if the Eldest Hand have the Ace but not the Queen, he wants Dummy to finesse the Knave. He should, therefore, play low on the first round.

SECOND HAND PLAY BY PONE

Pone (i.e., the opponent to the right of the Declarer), when Second Hand, should keep in mind the following plays:—

First. When the Dummy holds the Ace and leads a low card, Pone, with the King and one guard, should play the King. With more than one guard for his King he should at No Trump play low in order to hold the third trick; but with a declared trump, he should play his King on the first lead for fear of a ruff on the third trick. When Pone holds the Queen and three or more low, the same principle applies on a low lead from the Ace, King, in Dummy.

Second. When Pone holds King, Queen, and one low, on a low lead from the Ace in Dummy, he should play the Queen; if Dummy do not hold the Ace, Pone at No Trump should play low, even though Dummy lead the Knave, as the Declarer may refuse the finesse.[1] Against a

[1] An exception to this rule occurs when one trick will save the game or defeat the contract.

trump declaration, Pone should play the Queen, for fear of a ruff on the third round.

Third. When Pone holds the Queen, Knave, and one low, he should play one of the honors Second Hand. If he have two low and Dummy have not both the King and the Ace, he should at No Trump play low; on a trump declaration, he should play one of his honors.

Fourth. When Pone holds any three honors except the Ace, Queen, Ten, at least two of them must be in sequence and he should play the lowest of the sequence on a low lead from the Dummy.

Fifth. When Dummy leads a Queen, Knave, or Ten, and Pone holds any honor above the card led, except the Ace, he should cover whenever there is a chance that by so doing he may make good a Ten or Nine for himself or his partner. When he is relying on making a card good for his partner, he should note whether this be possible; for example, if Dummy lead the Queen from Queen, Knave, Ten, and two low, and Pone hold the King and two low, it is useless to cover. It is better to hold off on

the chance that the Declarer has only one with his Ace. If Pone hold the King and two low, with only one in Dummy, or the King and three low with only two in Dummy, he should never cover an honor led. Dummy cannot lead through him often enough to catch his King.

SECOND HAND PLAY BY THE DECLARER

In playing on his opponents' leads, the Declarer should treat his two hands together and carefully consider the meaning of the card led. He should note the following plays: —

First. Holding Second Hand a high card sequence above the card led, he should play one of the sequence, except when his other hand has a card in the same sequence.

Second. When the Eldest Hand opens with a low lead against a trump declaration, he has not the Ace; at No Trump, he may or may not have that card. For this reason, if the Declarer hold the King and one low in Dummy, and the Ace be against him, he should play low on a trump declaration; but at No Trump, his play is the King, when he holds in his own hand

only low cards, or the Queen and two or more low. If in his own hand, he hold the Queen, Knave, and low, or the Knave and two or more low, he should play low from the Dummy.

Third. Holding Queen and two low in Dummy and no card higher than the Nine in his own hand, the Queen should be played at No Trump on a low lead from the Eldest Hand.

THE DECLARER'S PLAY OF A NO TRUMP

The Declarer of a No Trump, after the Dummy has been laid down, should at once look over his resources and map out his plan of campaign. Sometimes Dummy proves a great disappointment, so that he has to play on the defensive and take in the sure tricks before the opponents run a long suit. Usually, however, he will be able to play an aggressive game, expecting to take at least the majority of the tricks. It is advisable to count first the tricks that must be lost; next the tricks that can unquestionably be won and can be taken in at any time. The Declarer can then concentrate his attention on

the tricks that he can take only by planning the play properly. It is surprising how few are in doubt in the average deal.

These doubtful tricks the Declarer can usually make, if at all, by establishing one or more suits, or by playing his honors to the best advantage.

ESTABLISHING SUITS

A suit is said to be established when the opponents' winning cards have been exhausted and every remaining trick in it can be won no matter which hand leads. If the Declarer can then place the lead in his longer hand, he can make small cards that would otherwise be worthless. He must decide whether he have any suit which can be established and still have enough cards left in it to make it worth while. The Eldest Hand has probably opened a suit which he hopes to establish for himself or his partner. Occasionally the Declarer is so long in that suit that he will continue it, but this is unusual. In the great majority of cases the Declarer has only one, or at most two suits that he has any hope of establishing. If he have only one,

and be not running for safety, it is usually best to start that suit at once. If he have two, he must determine which it is better to try to establish.

In deciding which of two suits to select, there are a number of factors of importance. Other things being equal, it is obvious that the suit in which one hand is the longest, is likely to produce the greatest number of long cards after it is established. But this is not by any means the only thing to be considered. It is almost equally important how many cards the opponents have in the suit and how high they are. To take an extreme case, suppose Dummy hold in Hearts, X, X, X, X, and in Clubs, Ace, King, Queen, X, X, and the Declarer hold in Hearts, Queen, Ten, X, X, X, and no Clubs. Each suit has five cards in one hand, and the Clubs are much stronger than the Hearts, but the opponents have eight Clubs and only four Hearts. In Clubs, the Ace, King, Queen will win whenever they are led, and the best that can be hoped for is that the eight against them will be divided four and four. Even in that case, only

one of the Dummy's low cards will make, while with the much more probable distribution in which one of the opponents has five or more, only the Ace, King, and Queen can be made. On the other hand, in Hearts, the opponents will certainly make both the Ace and the King, possibly the Knave also; and unless the suit be established, it is worthless. If the opponents lead the suit at all, it will probably be late in the deal when the Declarer will make only his Queen at best; while if the suit be immediately established, it will produce three winning cards if the opponents' four be split two and two, and two winners if the division be three and one.

To take another example, suppose one hand have Spades, Ace, King, X, X, X; Hearts, Knave, X, X, X; and the other hand, Hearts, Ten, X, X, X; and Spades, none. In the Hearts, the only chance for a trick is to establish that suit and find the holding of the opponents split three and two. In the Spades, two tricks are certain, whether the suit be established or not, and unless there be a very fortunate break, a third cannot be made. These cases il-

lustrate the principle that the best suit to establish is not necessarily that in which the most tricks can be made, but rather the one in which it is most important that the opponents' high cards be exhausted early in the play.

When the Declarer is in doubt between trying to establish a suit in the Dummy and one in the concealed hand, the former should be chosen. The opponents will certainly not lead a suit in which they can see that the Dummy is strong. They frequently, however, open the Declarer's suit without suspecting his strength.

Having chosen the suit to be established, the Declarer's next question is whether he can accomplish his purpose without losing the lead so often that it is not worth while to try. In the first case given above, to establish the Hearts, the lead must be lost twice and possibly three times; if the Clubs can be established at all, the lead need be lost only once, and that can be accomplished most safely by leading low on the first round. It may, therefore, be wise to take the chance of one extra Club trick rather than two extra Heart tricks. For example, if the

opponents have a suit which they can establish in one more lead and which will defeat the contract, the Heart suit is worthless ; but it may be possible to make the extra Club, and it is the thing to try for, especially if that one extra trick be needed to make the declaration.

REËNTRY

The next question is whether, after the suit chosen is established, its long cards can be made. This depends upon what reëntry the Declarer has. A sure reëntry is a card which will positively take a trick ; a possible reëntry is one that will probably take a trick. Sure reëntries are an Ace, a King, and Queen of the same suit, or a guarded King when the bidding or play has marked the Ace on its right. A guarded King is a possible reëntry when there is nothing to place the Ace ; it is not even a possible reëntry if the Ace be marked on its left. Knowledge of the position of the Ace on the right will, of course, make the King, Queen, with a low card, two sure reëntries, if the Declarer can lead toward them three times.

If a suit cannot be established without exhausting all the cards of that suit in the short hand, its long cards cannot be made unless the hand containing them still have a reëntry. On the other hand, if a suit can be established while the short hand still has a low card, reëntry in either hand may be relied upon. Referring to the first example under the head of "Establishing Suits," it will be noticed that the Clubs can be brought in only by having a reëntry in the hand that is long in Clubs, while the Hearts can be brought in by means of a reëntry in either hand, unless all four of the opponents' Hearts lie in one hand, the chance of which is nfinitesimal.

In this connection, the number of times that the Declarer must lose the lead to establish a suit is of vital importance. With the Hearts in the example, the lead will certainly be lost twice and possibly three times before they can be established; therefore, unless the Declarer can do this and still have a reëntry, he may as well let that suit alone. The Clubs can be established, if at all, by one low lead, and if the Dummy

have even one reëntry, it is possible that four Club tricks may be made.

UNBLOCKING

When the Declarer relies on a reëntry in the short hand, it is essential that the last card remaining in that hand can be overtaken by the long hand, otherwise the long cards cannot be made. For example, suppose he have the Queen Ten, Eight, Six, Three, opposite the Knave, Nine, Four, Deuce. If after three leads he have left the Eight, Six, opposite the Knave, the latter will win the fourth trick, and without reentry in the other hand, the Eight is worthless. But if after three leads, he have left the Queen, Six, opposite the Deuce, the Queen will take the lead and he can make the Six. Getting out of the way of a long hand is called "unblocking," and this should always be given proper attention. Even when there is a reëntry in the long hand, it may, by unblocking, be saved for other purposes, and a reëntry is too valuable to be wasted.

DUCKING

When the Declarer cannot rely upon a reentry in the hand in which he has a long suit, he must, if possible, play so that the long hand will win the last round that the short hand can lead. Suppose the Dummy have in Clubs the Ace and four small, and the Declarer hold three small. The opponents are certain to make two tricks in the suit. The Declarer should let them take the first and second, reserving the Dummy's Ace for the third. If the opponents' five Clubs be split three and two, the most probable distribution, this play, which is called "ducking," will permit the Declarer to lead the third round from his own hand, win it with the Ace, and make the Dummy's two long Clubs. If the Dummy have no reëntry, the suit cannot possibly be brought in except by ducking the first two rounds. Even when the Dummy has a reentry, the play is frequently advisable, as the opponents are very likely to force out the Dummy's reëntry before losing control of his suit.

With the cards given, nothing can be lost by ducking, but the play should sometimes be made when it may lose a trick, if there be a chance that it will gain two or three. Suppose the Dummy have the Ace, King, and four small Diamonds and no reëntry, the Declarer, three small Diamonds and plenty of reëntries. If the opponents each have two Diamonds, six tricks may be made in the suit by playing the Ace and King on the first two rounds. If the Declarer must win these six tricks to get the contract or the game, he should play for the even split. At the opening of the hand, the odds are about five to three that one opponent will have more than two of their four Diamonds. In that case, if the Declarer play his Ace and King on the first two rounds, he will take only these two tricks in the suit; one of the opponents will take the third round, and as the Declarer's last Diamond will fall on this trick, the Dummy's small Diamonds will be useless. Unless it be necessary to win six tricks in the suit, the Declarer should duck the first round. If both opponents follow, his Ace and King will exhaust the op-

ponents, and he will make five Diamond tricks. If one of the opponents renounce, the Declarer should duck the second round. He can then lead his last Diamond from his own hand, the Ace and King will draw the last Diamonds against him, and he will make four tricks in that suit.

THE PLAY OF HONOR COMBINATIONS

The Declarer often finds that he has no suit that it is worth while to try to establish. He must then plan to make the most of his combinations of honors and at the same time to lead the suits that he is least likely to establish for his opponents. This will frequently involve opening two or three suits in succession, so as to lead each to the best advantage and still hold the opponents' suit blocked. Situations of this character are the most interesting that the No Trump Declarer has to meet, and afford the greatest opportunity for his skill.

Whether the Declarer be leading a long or short suit, there is almost always a chance for a gain by the proper handling of his honors. This

involves three general methods of play, namely, finessing, leading toward a losing honor, and playing winning cards with the hope of exhausting the opponents.

Many of the combinations offer a choice between two of these methods; and some, a choice of all three. The various combinations and the sound method of handling each one will well repay careful study.

The beginner is advised to consider these combinations in order one at a time, and master each one so that he can play it correctly before passing to the next.

CLASSIFICATION OF HONOR COMBINATIONS

There are ten possible combinations of two honors, ten of three, and five of four. These may be divided into the seven classes which follow:—

First. Two or more honors in sequence, either in one hand or in opposite hands.

Second. Combinations in which the only question is the finesse. This may be subdivided into three sections:—

(*a*) The single finesse which, if taken at all,

must occur on the first round. This includes the following when held in one hand; Ace, Queen; Ace, Knave; and King, Knave. There are also the King, Knave, Ten; Ace, Queen, Knave; and Ace, Knave, Ten, in which practically the same finesse may be taken twice.

(*b*) The double finesse, Ace, Queen, Ten, to which may be added King, Knave, Nine.

(*c*) Finesses which may be taken on the first or second round. This includes the combinations Ace, King, Knave; Ace, King, Ten; and King, Queen, Ten, when held in one hand; and also Ace opposite King, Knave; King opposite Ace, Knave; Ace opposite King, Ten; King opposite Ace, Ten; King opposite Queen, Ten; and Queen opposite King, Ten.

Third. Combinations of a high honor or honors in one hand, and a lower honor, not in sequence in the other.

Fourth. Combinations of three honors (of which the King is not one) divided between the two hands.

Fifth. Combinations of all the honors but the King.

Sixth. Combinations of all the honors but the Queen.

Seventh. Combinations of all the honors but the Knave.

These classes will be taken up in order. The play advocated is that most likely to gain tricks in the suit, without regard to outside considerations. If the Declarer be short of reëntries in either hand, if he can place missing honors from the bidding or the play, if he would very much sooner have one of his opponents lead than the other, or if he can make sure of a doubtful game or contract by leading winning cards, he should vary the play accordingly. In the examples given X represents a card with which the Declarer does not expect to take a trick until the opponents are exhausted. In some cases the presence of the Nine should cause him to vary the play. Unless Dummy be especially mentioned, the play is the same whichever hand is Dummy.

While the Discussion relates primarily to the play of No Trump declarations, the principles are much the same when there is a trump, al-

though in that case the play is frequently affected by the possibility of ruffing, and by the fact that, in a trump declaration, an established suit in the hand of one of the Declarer's opponents is generally less dangerous than in a No Trump.

Three obvious examples of the effect of possible ruffs may be mentioned: First, in playing a plain suit with the Ace, King, and two or three small, opposite the Knave and one small, it is generally better to lead the Ace and King and ruff the third and possibly the fourth round, instead of opening low toward the Knave. Second, when the Declarer holds in one hand the Ace, Queen, Knave, and small (with or without the Ten) of a suit which is not the trump, and a singleton in the other, especially when the King is marked on the left of the tenace, generally he should play the Ace, then the Queen, and discard until the King covers. Third, in playing the trump suit, it is frequently advisable for the Declarer to refuse a finesse which he would otherwise take, when the play has shown that there is danger of an adverse

ruff if the finesse fail. These and similar situations must always be kept in mind when playing a trump declaration.

First Class : Sequences

With two honors in sequence in one hand, it is usually well to lead toward that hand. When the honors are the Ace and King, it does not matter, but with any other two-card sequence, the lead toward it may save a trick if the Ace, or the Ace, King, lie Second Hand.

When three honors in sequence are divided between the two hands, it is generally most advantageous to lead first either one of the two or toward the hand which contains the two. An exception to this principle occurs when the single honor is guarded only once; then a lead toward it should be made on the first round. For example, with King, Queen, X, X, X, in one hand and Knave, X, in the other, the first lead should be low toward the Knave.[1] If the Ace be in the Second Hand and cover, the

[1] If it be inconvenient to open low toward the Knave, the first lead should be the Knave.

Knave is good. If the Ace be in the Second Hand and do not cover, the Knave takes the first trick, and if the Ace be held off on the second round, the Queen takes the second trick, leaving the long hand in the lead to draw a third round.

The Declarer should remember that when he holds the Ace, King, Queen, X, in one hand, and X, X, X, in the other, his chance of finding the opponents' six cards, split three and three, is only about one in three. If they should not be equally divided, he cannot make the fourth trick, unless he delay opening the suit and the long opponent discard. The latter's highest card may be the Nine or the Ten, and it may be unguarded if the Declarer let the suit alone. This is equally true when the Ace, King, and Queen are distributed between the two hands.

Second Class: The Finesse

A player finesses when he plays the lower card of a tenace Second or Third Hand, not knowing whether the intermediate card lies on his left. A simple example of this is the Third Hand play of the Queen from the Ace, Queen,

when the position of the King is unknown. This is frequently spoken of as a finesse even when the King can be marked on the right of the tenace, but in that case, it is not a finesse in the true sense of the term, but a play to the known position of the cards.

It is obvious that questions of finessing cannot arise for the Eldest Hand, as he can see the Dummy on his left. The question presents itself to the Pone in a limited class of cases, which are covered by the table given on pages 211 and 212 of "Auction of To-Day."

The Declarer, however, constantly finds himself with a tenace in one hand or the other, and with no intimation from the bidding or the previous play regarding the position of the missing intermediate card. It is, therefore, necessary that he thoroughly understand the reasons which determine whether a finesse should be taken or refused. According to the classification above given, questions concerning the finesse may be divided into three subheads.

(*a*) *The Single Finesse.* A typical case of the single finesse arises when the Declarer holds the

Ace and Queen. However, the same question is often presented by the King, Knave, or, especially on the second or third round of a suit, by the holding of Queen, Ten.

For the purpose of illustration it will be assumed that the Declarer has in one hand the major tenace, Ace, Queen, with one or more small, and that he can, if he wish, lead the suit from the other hand; he is without information enabling him to mark the position of the King; and his opponents hold either the King, Knave, alone, or the King, Knave, Ten, with or without others. Under these conditions his chance of gaining or losing a trick by the finesse depends, first, on the number in the suit held by his opponents, and, second, on the number of tricks remaining unplayed. In some cases, the finesse will probably lose a trick; in others, the odds are that it will gain one; and in many, the chances of gain or loss are equal. Sometimes the Declarer can decide whether to finesse solely by the chance that the finesse will gain or lose, but frequently he must be governed by other considerations.

It is self-evident that the Declarer should never think of a finesse when he is certain of game without it and its failure may involve a risk, or when its failure may endanger the contract, unless its success will insure both the contract and the game. These cases are, therefore, disregarded in this discussion.

It is most exceptional for the Declarer to have only two cards of the suit against him on the first round; this, however, occurs more frequently on the second, and is often the situation on the third, round. Assuming, for the purpose of simplifying the example, that these two cards are the King and the Knave, and that the Knave is played by the Second Hand, if that hand hold also the King, the finesse will gain a trick; if the King be in Fourth Hand, it must be alone, and the finesse will lose a trick. When Second Hand holds the Knave, the odds are that Fourth Hand holds the King. On the second trick these odds are 12 to 11, and they increase with every trick played. On the eighth trick they are 6 to 5, and on the twelfth 2 to 1. Therefore, with only two cards in the suit against him, if

the Declarer finesse, he is playing against the odds, especially in the later tricks of the hand.

There are, however, two situations that justify such a finesse: first, when the hand with the tenace is long in the suit and has no reëntry and the other hand has reëntry, but has only two of the tenace suit. He must then finesse to make sure that his long hand will win the last trick the short hand can lead; second, when it is highly important to keep Second Hand out of the lead, either because he has an established suit, of which his partner is void, or because he can lead through strength toward a tenace in his partner's hand. On the twelfth trick, when the odds are most heavily against the finesse, neither of these situations can exist, and with only two against him, the Declarer should always refuse the finesse on that trick unless he can mark the King with Second Hand.

When there are three against the Declarer, as is frequently the case on the second round of a suit, he should lead toward the tenace. Taking the King, Knave, Ten, as the opponents' cards, if Second Hand renounce or play

the King, no question arises. If Second Hand play the Knave, the Declarer should finesse unless he suspect a false card. The Ten is marked with Fourth Hand; if he also hold the King, it is sure to make; if Second Hand hold the King, it is now unguarded and the finesse will catch it.

If Second Hand play the Ten, there are four possible positions for the King and Knave. When Fourth Hand holds both, the King is certain to make. If the finesse be taken, the Ace will take the Knave on the second round; if it be refused, the King will be the only card against the Declarer, and may be drawn by leading a second round from either hand. When the King and Knave are in Second Hand, if the finesse be taken, the Ace may be led at once to draw the Knave. But if the finesse be refused, and Fourth Hand renounce, it is necessary to lead a second round toward the Queen, or both the King and the Knave will win. When the King is alone in Fourth Hand, the Declarer makes every trick by refusing the finesse; when the Knave is alone in Fourth Hand,

he accomplishes the same result by finessing. The chances of these two last positions are exactly the same.

To sum up, when Second Hand plays the Ten, if the Declarer cannot lead a second round toward the Queen, he should always finesse, except in two cases; first, when it is so important to keep the lead out of Fourth Hand that he is willing to run the chance of finding both the King and the Knave in Second Hand and losing two tricks instead of one in the suit; second, when the tenace hand has no reëntry and the other hand has not a second card in the suit to lead, the finesse should be refused if the Ace will make a doubtful game or contract, but not otherwise. If the Declarer can conveniently make a second lead toward the Queen, he will lose only one trick whether he finesse or not, and his chance of winning every trick is the same either way. If he prefer to have Fourth Hand lead, he should take the finesse; if he wish a lead from Second Hand, he should refuse it. A slight preference should decide the question.

When the Declarer's opponents hold four in the suit, — for example, the King, Knave, Ten, and Nine, — the chances are strong in favor of finessing. It is true that the finesse will lose a trick if the King lie alone Fourth Hand, but it will gain a trick if the King be once guarded Second Hand, and the latter is more probable than the former. Moreover, the finesse avoids the necessity of a second lead toward the Queen.

When there are five or more against the Declarer, the chance of catching the King alone Fourth Hand is slight and the finesse should be taken to avoid having to lead a second round toward the Queen. Moreover, if the finesse be taken, the control of the suit with the Ace is retained. This becomes more important as the number of cards against the Declarer increases, and with it the danger of establishing the suit for the opponents.

The problems of the single finesse arise also, when the Declarer holds in one hand the Ace, Queen, Knave; the King, Knave, Ten; or the Ace, Knave, Ten. With each of these combi-

nations, the Declarer should, if possible, plan to make two leads toward his tenace.

With the so-called imperfect tenace, Ace, Knave, it is advisable to lead toward the tenace and to finesse the Knave unless Second Hand play the King or Queen. There is always a possibility that Second Hand may play low from the King, Queen, and low, with the hope that the Declarer will not take the finesse.

(*b*) *The Double Finesse.* With the Ace, Queen, Ten, there is sometimes an opportunity for a double finesse. When the opponents have more than four in the suit, the odds are in favor of finessing the Ten on the first round. When the opponents have exactly four, the Queen should be finessed on the first round unless the King be played Second Hand. If the Queen draw the Knave Fourth Hand, the King is marked with one guard on the right of the Ace, Ten, and another lead toward the Ace will catch the King. If both opponents follow on the first round, and the Queen do not draw the Knave Fourth Hand, the opponents now hold two cards, and the Ace should be played for the split.

With less than four held by the opponents, the Ten should be disregarded, and taking or refusing the Queen finesse is merely the question of a single finesse, depending on the principles discussed above. It is obvious that the King, Knave, Nine combination raises the same questions regarding a double finesse.

(*c*) *Finessing on the First or Second Round.* With some combinations, the Declarer has the option of finessing either on the first or on the second round, as, for example, with the Ace, King, Knave with reëntries in the other hand. In this situation, if the opponents have five or less in the suit, the Ace should be played on the first round. This gains a trick when the Queen lies unguarded in the Fourth Hand. On the second round, the question is that of a single finesse, to be determined by the number of cards still outstanding in the opponents' hands.

When the opponents have more than five in the suit, there is danger of establishing it for them, and it is better to take the finesse on the first round so as to retain two stops in the suit.

With so many in the opponents' hands, the chance that the Queen will be unguarded is very small. The same principle applies when the Declarer holds the Ace, King, Knave, with the Ace and King in opposite hands.

With King, Queen, Ten, the same question arises as to finessing on the first or second round. The first lead in any case should be toward the King. If the opponents have six or less, the King should be played on the first round unless the Ace be played Second Hand. If, however, the opponents have more than six in the suit, so that there is danger of establishing it for them, it may in some cases be wise to finesse on the first round, unless, of course, the Knave or Ace be played Second Hand. It is the exceptional case, however, in which this finesse should be taken the first time, as the Ace may be in the Second, the Knave in the Fourth, Hand.

Holding the King, Queen, Ten, with the King and Queen in opposite hands, the Declarer should follow the same reasoning. When this finesse is not to be taken on the first round, the first lead should be toward the single honor, and

the lead should always be made that way when that honor has only one guard.

With Ace, King, Ten, in one hand, if the opponents hold more than four, the chances favor leading the first round toward the Ten, and finessing, unless Second Hand play either the Queen or the Knave. If Second Hand play either of these cards, the Ace will take it, and the Declarer then has the question of a single finesse, to be governed by the principles given above. If the Queen be played Second Hand, it may be a false card from the Queen, Knave, and one low. If the opponents hold four or less in the suit, the Ace should be played on the first round. If either of the opponents renounce, their remaining cards are marked. If both follow, they have at most two remaining, and the King should be led for the split, unless the Ace draw the Queen from the hand on its left. In that case, the finesse may be taken second round, although it must be remembered that the Queen may be a false card from the Queen, Knave, alone.

Holding the Ace, King, Ten, with the Ace

and King in opposite hands, the Declarer, with less than five against him, should disregard the Ten. Even with five against him, he has a chance for every trick. If one opponent hold the Queen and Knave without a guard, the Ace and King will draw both the opponents' honors, leaving the Ten good over their last small card. The chance of this is only about 1 in 15, but it is worth taking, unless the hand with the single honor hold five and have no reëntry. In that case the single honor must be held for the third round. With more than five in the opponents' hands, it is well to finesse the Ten on the first round, as Second Hand may play low with the Queen, Knave, and two small.

Third Class: Leads toward a Low Honor

The combinations in this class include,

ONE HAND	OTHER HAND
Ace	Queen
Ace	Knave
King	Knave
Ace, King	Knave
Ace, King	Ten
King, Queen	Ten

None of these offers any opportunity for a finesse. In each case, one hand holds one low honor, and the other hand either one or two high honors not in sequence with the low honor. The first combination deserves the most attention, as it is of frequent occurrence and often misplayed. It consists of the Ace and one or more low in one hand, the Queen and one or more low in the other; no other honor in either hand. There are three possible ways of opening this suit: —

(1) by leading the Queen;
(2) by leading low toward the Queen;
(3) by playing the Ace, either leading it or leading low toward it.

The lead of the Queen is a very common error with beginners, who seem to have a vague idea that by this play they can pick up the King. As a matter of fact, this lead is the worst possible with such a combination. It practically never gains a trick, and the chances are even that it will lose one. There is never any choice between this lead and the low lead toward the

Queen. It is true that the latter lead will not make the Queen, if the King be on its left, and in that case, the Queen can be made by leading it, if the other cards with the King are such that the latter will not cover Second Hand. This, however, occurs so seldom that it does not deserve consideration. In the great majority of cases, the King will cover the Queen, forcing out the Ace and making good the opponents' Knave or Ten, or both.

On the other hand, when the King lies on the right of the Queen, the chance of which is 1 in 2, if the Queen be led, the King will take it, but if a lead be made toward the Queen while it still has a guard, it is sure to make. If the King be played Second Hand, the Queen is good for a later round; if not, the Queen wins the first trick. The result is, that as between these two leads the odds are overwhelming in favor of the low lead toward the Queen, and the Queen lead may be eliminated from the discussion.

The only real question that exists for the Declarer is whether to lead toward the Queen on

the first round or to play the Ace first. This depends upon the number of guards on the Queen and the number in the suit held by the opponents.

When the Queen has only one guard, it can be made only by leading toward it on the first round, or by leading the Ace and finding the King alone. With three against the Declarer, the chance that the King is unguarded is sufficient to warrant leading the Ace first. To be sure, this sacrifices the singly guarded Queen, and thus loses a trick, whenever the opponents' three are all on its right; but it gains a trick whenever the King is alone on either side, and as between these two distributions the odds are more than 2 to 1 in favor of the latter. With more than three against the Declarer, there is much less chance that the King will be alone than that it will lie guarded on the right of the Queen, and the odds are, therefore, greatly in favor of leading toward the Queen on the first round.

When the Queen has more than one guard, the Ace may be led first, and the lead toward the Queen may be made on the second round. This should be done with four or less against

the Declarer with the hope that the King is alone. When the opponents have more than four, the chance that the Ace lead will catch the King unguarded and thus gain a trick is very slight, and is outweighed by the danger that, by opening with the Ace, a number of cards may be established for the opponents, a danger which increases rapidly with every additional card held by them.

On the first round it is very unusual for the Declarer to have only three against him when he holds no honors but the Ace and Queen, but similar situations frequently arise on the second and third rounds.

With the Ace opposite the Knave, the latter must have at least two guards to stand any chance of making. In that case, with more than two against him, the Declarer's first lead should be low toward the Knave.

With the King opposite the Knave, it is obviously a great advantage to have the suit opened by one of the opponents, but when the Declarer's two hands have eight or more of the suit, especially with five or six in one hand, he

may often wish to open it. In that case, if the opponents hold four or less, the first lead should be low toward the King. The play is the same when the opponents hold five, except when the Knave has only one guard, in which case a low lead toward the Knave is the safer opening. When the opponents hold more than five, the suit should be avoided. If it must be opened, the first lead should be low toward the King, except when the Knave has only one guard and the King at least two, when the least dangerous opening is low toward the Knave. It goes without saying that the Knave should never be the first lead.

With the Ace, King, opposite the Knave, when the Knave has only one guard, the Declarer should play the Ace, with four or less against him. With more than four against him, he should lead low toward the Knave. When the Knave has more than one guard, he should play the Ace with five or less against him, and lead low toward the Knave with more than five against him.

With the King, Queen, opposite the Ten,

the play generally is to lead toward the King on the first round.

When the Ace, King, lie opposite the Ten, the latter is of little value unless it be at least twice guarded and the opponents hold exactly five in the suit. In that case, there is 1 chance in 15 that the Ace and King will draw the Knave and Queen, leaving the Ten good to take the opponents' last card. In any other case the Ten does not affect the situation.

Fourth Class

The combinations in this class arise when any three of the Ace, Queen, Knave, and Ten are divided between the two hands. This division may produce any of the following:—

ONE HAND	OTHER HAND
Ace, Queen	Knave
Ace, Knave	Queen
Ace	Queen, Knave
Ace	Queen, Ten
Ace, Ten	Queen
Ace, Queen	Ten
Ace, Knave	Ten
Ace, Ten	Knave

Holding the Ace, Queen, opposite the Knave, with three against him, the Declarer should lead toward the Queen. Whether he lead the Knave or low should depend upon which hand he wishes to retain reëntry. With four against him, the Declarer should open low toward the Queen, and if it win and both opponents follow, he should lead the Ace. With five against him, he should play in the same way if the Knave have two guards. This play gives him every trick whenever the King is but once guarded and is on the right of the tenace.

When the opponents have five and the Knave has only one guard, if the Nine be in the Ace hand, and a second lead can be made toward the Nine, the Knave should be led first; otherwise, the Knave should not be led. The low lead toward the Ace, Queen, is then a little better opening than the low lead toward the Knave, but the difference is so slight that the latter opening may be made if it be more convenient to lead from the hand which contains the tenace.

When there are six against the Declarer, if

he have Ace, Queen, alone, or with but one small, a low lead should be made toward the tenace. If he have more than three in his Ace-Queen hand, he should lead low toward the Knave except when he has five, including the Nine, in his tenace hand. In that case, he should lead the Knave, if he can make a second lead so as to finesse the Nine. This play gives the Declarer every trick whenever the King, Ten, and one low lie on the left of the Knave. It is true that the chance of this is only about 1 in 14, but the chance of loss by leading the Knave is much less.

When the Nine is absent, and the total holding not over seven, the low lead toward the Knave retains more stops, if the Suit prove to be badly divided against the Declarer, and is therefore recommended. It is especially wise when the Ace-Queen hand has four and the Knave hand two or three.

Most players are tempted to lead the Knave, even when the Nine is missing, in the hope that the King will lie Second Hand and will not cover, in which case the Knave lead gains a trick.

The Declarer should, however, remember that the Second Hand will cover with the King, except when he holds three with it all lower than the Nine. With only six in the opponents' hands, this situation occurs in less than two per cent of the cases. The play, therefore, is successful against sound opponents but once in every fifty attempts.

The lead of the Knave forty-nine times out of fifty makes for the Declarer only two of his three honors, and if the King cover Second Hand, it leaves him with the suit stopped only once. On the other hand, if he lead low toward the Knave and the King lie on its left and take it, he still has the suit stopped twice. If the King lie on the right of the Knave and cover, which it must do if alone or once guarded, the Declarer should make all three of his honors. If the King do not cover Second Hand, the Knave wins. The Declarer can then place the King on the left of the tenace and play accordingly.

With six or less in the suit and only three in the hand with the Ace, the best chance for three tricks is to lead the Knave and trust that the

King will lie Second Hand and will not cover.

The Ace, Queen, in one hand and Knave in the other combination is very frequently misplayed, even by good players. Again and again, they lead the Knave without regard to the number they hold. It should be noted that this is the winning play in three cases only: first, when the Declarer holds exactly three in his Ace hand and either two or three in his Knave hand; second, when he has only three against him and wishes to keep his high cards in his Ace hand rather than in the other; third, when with either five or six against him, he has only one guard on the Knave and holds the Nine with the Ace.[1]

The combination of the Ace, Knave, opposite the Queen is of course played on the same principles.

Holding the Ace opposite the Queen, Knave, with two against him, the Declarer should lead the Queen and cover with the Ace, whether

[1] All the above advice is based on the absence of the ten. If that card be included in the holding, it comes within the Fifth Class, and is handled very differently.

Second Hand cover or not. With three or four against him, he should lead the Queen and finesse if the King do not cover.

With more than the four against him, the Declarer's play of this combination is affected by whether or not the Nine be present. With the Queen, Knave, Nine, with or without others opposite the Ace and two or more others, the Declarer should lead the Queen. If the King force the Ace on the first round, he should decide whether or not to finesse the Nine according to the number remaining against him.

If he have not the Nine in the hand with the Queen, he should not lead the Queen when the opponents have either five or six. In that case, if he have three in the Queen hand, his first lead should be low toward the Queen. If he have more than three in the Queen hand, the Ace should be played first. When the opponents have seven, if the Declarer have only one low in his Ace hand, he should open with the Ace; if he have three in each hand, he should lead the Queen. If his Queen, Knave, be alone, he may either lead the Queen or lead low toward it.

With the Ace opposite the Queen, Ten, and more than three against him, he should lead low toward the Ten, and, if the King or the Knave do not go in Second Hand, finesse the Ten.[1]

With the Ace, Ten, opposite the Queen, he should play the Ace when the Queen is guarded and there are three against him;[2] otherwise, he should lead low toward the Queen.

With the Ace, Queen, opposite the Ten, he generally should lead low toward the Queen for the finesse; with length against him, he may lead low toward the Ten.

With the Ace, Knave, opposite the Ten, or with the Ace, Ten, opposite the Knave, the Declarer should lead the single honor if he have three against him. On such a lead, if the Queen or the King lie Second Hand, it will cover, and if the remaining honor be alone Fourth Hand, the Ace will catch the King and Queen together, leaving the Declarer's other honor good to catch the opponents' third card. With more than

[1] With only two or three against, lead Ace.

[2] With two against him he should play the Ace first, regardless of whether the Queen be guarded.

three held by the opponents, the first lead should be low toward the single honor. This makes it certain that two of the Declarer's honors will win if either the King or the Queen lie on the left of the Ace and go up Second Hand, which it must do if barely guarded.

Fifth Class

Holding all the honors but the King, the Declarer should lead first from the hand opposite the Ace, and, if that hand hold an honor, it should be led whenever the Ace hand has a low card. There is, however, one exception to this. With the Ace and one low in one hand and the Queen, Knave, Ten, and two or more low, with only one reëntry in the other, the Ace should be played on the first round to avoid blocking the suit. This is especially true when the Dummy has the long hand, as Pone, holding the King, would not then cover a Queen lead.

Sixth Class

When the Declarer holds all the honors but the Queen, he should play either the Ace or

the King on the first round, unless one hand has the Ten or Knave alone. If the Ace and King be in opposite hands, he should play first the one that has with it no other honor, or if each have another honor, he should play the one that will leave him a finesse toward the opponent he prefers to have lead. After the first round, he will have some combination of the King (or Ace), Knave, and Ten to be played on the same principles as the equivalent combination of the Ace, Queen, and Knave, already treated under the First and Fourth Classes.

Seventh Class

With all the honors but the Knave, there is one situation to be carefully noted. If each hand hold at least one small card, and only two of the three top honors are in one hand, the Declarer should play one of these two on the first trick, so as to be able to finesse either way on the second round. This is especially important when the Declarer holds nine cards in the suit, including the Nine. In that case, this play makes

every trick in the suit, even when the missing Knave is three times guarded. Whichever opponent holds it, his partner will renounce and a sure finesse may be taken against it.

GLOSSARY OF AUCTION TERMS

Advance. To increase, in the declaration named, the number of tricks bid by the partner. This term is used more frequently when the increase is made without an intervening bid, but it is also applied to a raise after a bid by an opponent. (See *Raise, v.*)

Above the line. } *Below the line.* } Points in the honor score are spoken of as a score above the line; points in the trick score, as a score below the line. These terms are derived from the form of score-sheet in which each partnership has only one column.

Best. The highest unplayed card of a suit — the Master card.

Bid (n.). An offer by a player to contract that his hand and his partner's together will take at least a specified number of odd tricks with the declaration which he names at the time of making the offer.

(v.) To make a bid.

Blocking. Obstructing a suit by holding up a winning card of it.

Bonus. (1) The 250 points added to the score of the winner of a rubber.

(2) A score in the honor column given to the Declarer who has been doubled and makes his contract.

Book.[1] (1) For the Declarer's opponents; the number of tricks which if taken by them will permit the Declarer to exactly make his contract.

(2) For the Declarer; the number of tricks he must take to make his contract.

Bring in. To make all the remaining cards of a suit.

Bust. A hand which cannot take a trick, if the declaration be No Trump.

Call (*n.*). A Declaration.

(*v.*) To make a Declaration.

Card of Reëntry. See *Reëntry.*

Chicane. One hand void of trumps. Under the Laws adopted November, 1913, the value of simple honors, previously allowed for holding chicane, has been eliminated.

Command. The best unplayed card of a suit.

Contract. The final declaration.

Conventional. A term applied to declarations and plays generally approved and adopted.

Correct Pack. One which contains fifty-two cards, one of each denomination.

Coup. A strategic stroke; a brilliant play.

Cover. To play higher than any card previously played.

Cross-Ruff. A double ruff. It occurs when

[1] In Whist and Bridge, a Book means six tricks; but in Auction the term is rarely used with that meaning.

each partner trumps a suit, e.g., when "North" trumps a suit led by "South," who in turn trumps a suit led by "North."

Cutting. The act of separating one part of a pack from the other immediately before the deal.

Deal (*n.*). The fifty-two cards as dealt or the four hands combined.

(*v.*) To distribute the cards into four equal packets.

Dealer. The player who distributes the cards.

Declaration. (1) An offer by a player to contract that his hand and his partner's together will take at least a specified number of odd tricks with the trump which he then names or with No Trump.

(2) The trump or No Trump named in making a bid.

Declare. To make a declaration.

Declarer. The player who makes the final declaration, or his partner, if the latter have mentioned the suit or No Trump finally declared before the final bidder.

Defeat the Contract. To keep the Declarer from taking the number of tricks named in his declaration.

Defensive Declaration. The bid of one Spade.

Discard (*n.*). A card of a suit not trump played to the lead of another suit.

Discard (*v.*) To play a card of a suit, not trump, which is not led.

Double (*n.*). A declaration made over an opponent's bid, the effect of which is to double the penalty value of each undertrick, if the opponent's contract be defeated. If the opponent's contract be made after being doubled, the scoring value of each odd trick is doubled, and the Declarer receives a bonus, in his honor score, of 50 points, if he make his contract exactly, and 50 additional points for each trick over his contract.

(*v.*) To make a double.

Double Chicane. The hands of both partners void of trumps. The laws adopted November, 1913, do not allow any value for this holding.

Ducking. Losing the first or the first and second tricks in a suit, when holding the highest card in the long hand, in order to win the last trick that the short hand can lead.

Dummy. (1) The partner of the Declarer, after he has spread his hand up on the table.

(2) The hand laid upon the table by the Declarer's partner.

Duplicate Auction. A modification of Auction in which each hand is played more than once.

Duplicate Play. See *Overplay*.

Eldest Hand. The player on the Declarer's left.

Established Suit. A suit in such condition that the holder is sure to take every remaining trick in it if it be led.

Exit Card. A term used when Nullos are played to designate a card with which a player can get the lead out of his own hand.

Exposed Card. Every card belonging to an adversary of the Declarer which is faced upon the table otherwise than in the regular course of the play, or shown in any manner to the partner of the holder.

Face Cards. King, Queen, and Knave.

Fall. The order in which cards are played to a trick.

False Card. A card which is not the conventional play under the circumstances.

Final Declaration. A declaration (not a double) which is not overcalled.

Finesse. The play, Second or Third Hand, of the lower card of a tenace, when the player does not know whether one or more of the intermediate cards lie on his left.

First Hand. The leader to each trick.

Flag-Flying. Making a bid on which the Declarer expects to be defeated, when he fears that his opponents will win the game or rubber with their declaration.

Follow Suit. To play the same suit as the card led.

Force. To lead a card that another player must trump to win.

Forced Bid. Any bid except a free bid. (See *Free Bid.*)

Forced Lead. A lead which a player is compelled to make, not because he desires to lead that suit, but because to lead any other would be more damaging.

Fourchette. The cards next higher and next lower than one led or played by the right-hand opponent.

Fourth Best. A card of any suit in which the holder received from the Dealer exactly three higher.

Fourth Hand. (1) In the bidding: the player on the right of the dealer.

(2) In the play: the player on the right of the leader.

Freak Hands. Hands in which unusual or highly remarkable combinations of cards occur and to which ordinary rules cannot be satisfactorily applied.

Free Bid. The Dealer's first declaration, or the bid of Second Hand over the Dealer's one Spade.

Free Double. The double of a declaration, which if successful, undoubled, would score game.

Game. A score of 30 points or more in

the trick score, made in one or more deals.

Game All. When each pair have won one game. (See *Rubber Game.*)

Game In. The position of a pair who have won the first game.

Game Out. The position of a pair who have lost the first game.

Get In. To obtain the lead.

Grand Coup. Throwing away a superfluous trump.

Grand Slam. See *Slam.*

Guarded. A card so protected by smaller cards of the same suit that it cannot be won by the adversaries should they lead higher cards.

Hand. The thirteen cards dealt to each player. The four hands are often somewhat incorrectly referred to as "the hand." The "deal" is the proper and less confusing term.

High Spade Bids. The name originally given to all Spade bids over one. It is now used to cover the bids of five, six, and seven Spades only. (See *Low Spade Bids.*)

Holding Up. Refusing to take a trick so as to save a winning card for a later trick.

Honor Column. The place on a score-sheet where all points, except those made by winning tricks, are entered.

Honors. (1) In a trump declaration, the Ace, King, Queen, Knave, and Ten of trumps.

(2) In a No Trump declaration, the Aces.

(3) The term is also used in describing the Ace, King, Queen, Knave, and Ten of any suit, whether or not it be the trump.

Imperfect Pack. A pack which contains less than fifty-two cards. (See *Incorrect Pack.*)

Impossible Declaration. A declaration which would be insufficient even if increased to seven.

Incorrect Pack. A pack which does not contain fifty-two cards, one of each denomination.

Informatory Game. The style of declaration and play that gives information.

Insufficient Declaration. A declaration which is lower in value than its predecessor or which is of the same value and does not increase the number of tricks previously named.

Lead (*n.*). The first card played to any trick.

(*v.*) To play the first card to any trick.

Leader. The first player to any trick.

Lead Through. (*n.*). A lead from an opponent on the right.

(*v.*). To make a lead through.

Lead Toward. (*n.*). A lead from the partner.

(*v.*). To make a lead toward.

Lead Up To. (*n.*). A lead from an opponent on the left.

(*v.*). To make a lead up to.

Little Slam. Twelve tricks taken by one side.

Long. Holding more than three cards of a suit.

Long Cards. The cards remaining in a hand after all the others of the same suit have been played.

Long Suit. A suit which originally contained more than three cards.

Long Trumps. See *Long Cards.*

Losing Card. One which, unless discarded, is sure to be won by the adversaries.

Love. No trick score on the current game.

Love All. The state of the score before either side has made a point for tricks on the current game.

Low Spade Bids. A term applied to all Spade bids from one to four inclusive. (See *High Spade Bids.*)

Make a Card. To take a trick with it.

Make a Contract. To win at least as many tricks as the amount of the declaration.

Make Up. To shuffle a pack so that it is ready for the next Dealer.

Mask a Signal. To start a signal and not complete it on the next trick of the suit.

Master Card. The highest unplayed card of a suit.

Memory Duplicate. See *Mnemonic Duplicate.*

Mnemonic Duplicate. A system of Duplicate Auction in which a player participates in both the original and the duplicate play of a deal.

Noninformatory Game. A style of game that gives little or no information.

No Trump. A declaration in which the deal is played without a trump, all the suits having equal value.

Nullo. A declaration proposed but not yet incorporated in the laws, in which the bidder contracts to force his opponents to take tricks in excess of six equal to the number he bids. The Nullo, as now proposed, is played without a trump.

Odd Tricks. Tricks in excess of six taken by one side.

Opening. The first lead of a suit, or deal, as the case may be.

Opening Bid. The first bid made by the Declarer.

Original Bid. See *Free Bid.*

Original Lead. The first lead of a deal.

Original Play. The first play of a deal in a duplicate match.

Overbid. To make a declaration higher than its predecessor.

Overcall. See *Overbid.*

Overplay. The second or any subsequent play of a deal in a duplicate match.

Pass. To refuse the opportunity to bid or double or redouble.

Pianola Hand. One which plays itself. A hand in which there is no opportunity to gain tricks by good play.

Plain Suit. A suit not trump. The term is

used only when there is a declared trump.

Play (*n.*). That part of the deal, after the final declaration, in which the cards are played.

(*v.*) To take a card from the hand and place it on the table; also, if Declarer, to touch a card in the Dummy, except when arranging the hand.

Play the Hand. To play the Declarer's hand and Dummy's.

Play to the Score. To vary the usual play so as to insure the number of tricks necessary either to win or to save the game, or to make or defeat the declaration.

Points. All scores of any character.

Pone. The player on the right of the Declarer.

Post-Mortem. A talk over, or criticism, of a deal that has been played.

Preëmptive Bid. An original bid of more than one or a declaration higher than is necessary to overcall the preceding bid, made for the purpose of preventing the opponents from bidding.

Private Convention. A system of play understood only by the partners who use it.

Progressive Auction. A method of play, in which certain players, generally the East and West, move from table to table.

Protected Suit. A suit containing one or more cards so guarded as to be practically

certain to take at least one trick if led by the opponents.

Quick Trick. A trick which can be made, on the first or second round of a suit.

Quitted. The condition of a trick after the winner, or his partner, has turned it face down and removed his hand from it.

Raise (*n.*). A bid increasing the number of tricks in the partner's declaration whether he has been overbid or not.

(*v.*) To increase the number of tricks in the partner's declaration, whether he has been overbid or not. (See *Advance.*)

Raiser. A card which helps to justify a raise.

Redouble (*n.*). A declaration made after an opponent's double, the effect of which is to make the trick, penalty, and bonus values twice the size they have been made by the double. (See *Double.*)

(*v.*) To make a redouble.

Reëntry. Regaining the lead. A card of reentry is one which is sure to win and therefore insures the obtaining of the lead.

Renounce. Not to follow suit.

Rescue (*n.*). The taking of the partner out of a declaration that seems certain to prove disastrous.

(*v.*) To take the partner out of a dec-

laration that seems certain to prove disastrous.

Revoke. To renounce when holding a card of the suit led.

Round. (1) In the bidding, one declaration or pass by each player.
(2) In the play, a trick.

Rubber. Two out of three games. When one side wins the first two, the third is not played.

Rubber Game. The third game of a rubber.

Ruff (n.). The playing of a trump upon the lead of a plain suit.

(*v.*) To trump.

Score. The record of a match, game, or deal.

Secondary Bid. A declaration made by a player after he has previously bid one Spade or has passed.

Second Hand. (1) In the bidding, the player to the left of the Dealer.
(2) In the play, the player to the left of the leader.

See-Saw. See *Cross-Ruff.*

Sequence. Two or more cards in consecutive order.

Set. To keep the Declarer from winning the number of tricks he has named as his contract.

Shift (n.). When a player holds a solid suit against his right-hand opponent's No Trump declaration and bids another weaker suit hoping to force

up the No Trump bid and double it, the play is called "The Shift," because the player making it plans, if doubled, to shift to his solid suit.

Shift (*v.*). (1) To open a suit after the leader or his partner has opened another.

(2) To bid a suit or No Trump after the bidder or his partner has made another declaration.

Short Suit. A suit which originally contained less than four cards.

Shuffle. To make up the pack.

Shut-out Bid. See *Preëmptive Bid.*

Side Suit. See *Plain Suit.*

Side Trick. When a trump is declared, a trick in any other suit is called a side trick.

Signal. To play an unnecessarily high card followed by a smaller of the same suit.

Single-Table Duplicate. See *Mnemonic Duplicate.*

Singleton. The only card of a suit dealt to a hand.

Slam. Thirteen tricks taken by one partnership.

Solid Suit. A suit containing the Ace and other cards in sequence and of such strength that the holder will take every trick in the suit unless there is a very unusual distribution of the adverse holding.

Stopped Suit. See *Protected Suit.*

Strengthening Card. A medium or high card of a suit, led with the expectation of aiding the partner.

Strong Suit. One in which a player has both high cards and numerical strength.

Suit. One of the four main divisions of the pack.

Supporting Bid. A bid increasing the number of tricks in the partner's declaration after the partner has been overbid.

Switch (*v.*). See *Shift*.

Take-out (*n.*). A change to a declaration different from that made by the partner, when there has been no intervening bid or when the partner has been doubled.

(*v.*) To make a take-out bid.

Tenace. The best and third best or the second and fourth best of a suit. The former is called a Major Tenace, the latter a Minor Tenace. The first, third, and fifth best constitute a Double Tenace. The best and fourth best are often called the Imperfect Tenace.

Third Hand. (1) In the bidding, the partner of the Dealer.

(2) In the play, the partner of the leader.

Thirteener. The last card of any suit.

Throwing the Lead. Playing a card that forces another player to take the trick.

Trick. The four cards played on one round.

Trick Column. The part of the score-sheet where points made by winning tricks are entered.

Trump (*n.*). A card of the trump suit.

(*v.*) To play a trump on the lead of another suit.

Trump Suit. The suit finally declared.

Unblocking. Getting rid of the command of a suit.

Underbid. To make a bid insufficient to overbid its predecessor.

Underplay. The lead or play of a losing card when holding a winning one of the suit.

Undertrick. Any trick lost by the Declarer in excess of the number he can lose and still fulfill his contract.

Weak Suit. One which contains few, if any, high cards.

Winning Cards. Cards that are the highest unplayed of their suit.

Yarborough. A hand which contains no card higher than a Nine.

THE END

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